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STORYTIME WITH MARCUS

So, you want to hear another story, eh? One where the very fate of Pandora hangs in the balance? If not, too bad—I'm telling you anyway.

First, there was the Vault—an alien prison opened with a mystical key. To the warriors who opened it, the vault was just a container of tentacles and disappointment. They vanished into the wastelands, certain that the Vault held no treasure at all.

They were wrong.

The vault's opening triggered the growth of Eridium, a priceless alien element. Soon, the rare and valuable mineral emerged all across Pandora. Its appearance attracted many. Including... the Hyperion Corporation.

They came to Pandora to mine Eridium, and bring order to the savage planet. Through their excavations, Hyperion uncovered evidence of an even greater vault. Their leader vowed to find it—to use its power to civilize the Borderlands, once and for all.

But Hyperion weren't the only ones searching for the next Vault's alien power. The call of danger and loot is not so easily resisted. Certain warriors came to Pandora in droves to uncover its hidden secrets. Some would call them adventurers. Others call them fools. But I... call them Vault Hunters.

Our story begins with them, and with a man named Handsome Jack...

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ABOUT THIS GUIDE

Welcome to Pandora or, for those returning from a respite in another land, *welcome home*. Five years have passed since Roland, Lilith, Mordecai, and Brick fought their way across the arid wastes in search of fortune, fame, and loot! Five years since the Vault nearly took their lives while offering so little in return. Pandora has changed considerably while you were away. As Atlas withered and died, the Hyperion Corporation, led by a man named Handsome Jack, prospered. No longer content being a meager firearms manufacturer, the Hyperion Corporation has become the planet's largest company, one more powerful than any government had ever dreamt of being. And with great power comes great rebellion. But now we're getting ahead of ourselves…

A new Vault has been discovered on Pandora, one that will open only to those who possess the right key. This guide is that key—your key. With it you possess the tactical knowledge necessary to overcome the Hyperion Corporation, take down Handsome Jack, and wrest control of the Vault in the name of humanity. It's also so much more. The journey to this most recently discovered Vault is far longer and more arduous than the last. It is one that will take you to dozens of locations, avail you to more than a hundred challenging missions, and threaten your life countless times. The road is going to be bumpy.

In compiling this ultimate guide to all things *Borderlands 2*, our authors spent over six weeks on-site at Gearbox's development studios working round the clock to mine this massive game—and the developer's brains—for every morsel of information they could find. From interviewing the game's lead designers to having lunch with the voice of Claptrap, they left no stone unturned. Here are just a few of the topics covered:

- Learn all you need to know about the basics of surviving the hostile conditions on Pandora in our **"Claptrap's Guide to Minioning"** chapter.
- Everything you could ever hope to know about each of the four character classes can be found in the **"Hyperion's Most Wanted"** chapter. Here you'll find high-level strategies and build suggestions for each class, for both solo and cooperative play, as well as in-depth discussions of each of the dozens of skills.

- The massive **"Crimson Raiders' Path of Most Resistance"** section contains a comprehensive walkthrough for the game's 18 story missions, along with a full A-to-Z directory for all 109 optional missions in our **"Overtime Pay"** section. This chapter is loaded with maps detailing the location of every collectible and Cult of the Vault symbol, proven strategies for all four classes, and developer commentary.

- **"Marcus Munitions Monthly"** is the official catalog to the game's celebrated weapons system. Every aspect of the robust loot generation system is explained here, including tactics for all elemental types, manufacturer traits, and weapon classes. This chapter peels the covers back on Pandora's millions of guns, revealing the best of what it has to offer and showing you how to get it (or at least hinting at some of what's available).

- Pandora is filled with countless enemies, both human and otherwise, each of which have been poked, prodded, and dissected (all in the name of science, of course). The results of which can be found in **"Sir Hammerlock's Almanac of Pandoran Beasts,"** an expansive bestiary that compiles strategies, illustrations, and vital statistics for well over 300 enemies.

- Finally, **"Claptrap's Secret Vault"** reveals all kinds of goodies and Easter eggs! You'll also find a quick reference to all Challenges and Achievements/Trophies, along with a customizable skins/heads/cars gallery.

Happy Vault Hunting, friends…

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CLAPTRAP'S GUIDE TO MINIONING

WHAT'S THE POINT, TRAVELER?

Not getting killed for one thing—that almost just happened, after all. So. You met Handsome Jack and he just tried to kill you—not the nicest thing to do. Now you're also going from almost dead to all-the-way dead thanks to the bitter cold. But fear not, traveler! I, the great Claptrap, am here to help you pull through, for the small price of indentured servitude. There's that proverb about if a robot saves your life, what you owe to it, something like that. Anyway, the point is to help me. That's the important thing. In order to do that, Minion, you'll need to rest up from all this near-death experience, grab a gun and maybe a shieldy-thing, and pander to the locals. It's a hostile world out there, full of monsters, criminals, and danger, and I need you to be my meat shield. If you succeed, maybe we'll even track down Handsome Jack and you can ask him very nicely why he tried to kill you before *you* kill *him*! Ha-HA! Onward, Minion!

So anyway, this section can answer questions about the basic ways you go about doing those things that will help you help Claptrap, and in turn, help yourself.

> *On Claptrap: I designed him, and he's a robot.*
>
> *—LORIN WOOD, SENIOR CONCEPT ARTIST*

GETTING YOUR BEARINGS

It's cold, and you're groggy and close to expiring, but it's not so bad… there are gadgets to both distract you and to remind you of your dire situation! You have a heads-up display designed to keep you apprised of your situation on Pandora at all times, thoughtfully provided to you by your robot savior Claptrap at the outset. Actually generated by separate components, together the health display, experience point display, weapon display, and digital map display modules power your HUD.

1. **Challenge progress.** Here, you'll be updated when you complete optional objectives that build your Badass Rank. Building Badass Rank leads to getting Badass Tokens, which allow you to buy profile-wide stat perks! You'll also see important system messages here, such as online connection status changes.
2. **Action Skill readiness, shields, and health.** Your Action Skill is the raison d'être of your character's class. Shields are the first of three lines of defense against death; health is the second line of defense. The third and final line of defense is Fight For Your Life, a state that occurs when your shields and health are both fully depleted.
3. **Your targeting reticle** shows up midscreen, and it indicates the relative accuracy of your weapon. Zooming in tightens the reticle and focuses aim at the cost of movement speed and field of vision.
4. **The experience point module** at the bottom of the HUD displays your current level, a visual aid showing progress to the next level, the cooldown of skills like Scorn and Fistful of Hurt, and any temporary bonuses enabled, such as those granted by kill skills.
5. **The digital map display** in the top-right shows a minimap of the nearby area, as well as current mission objectives. Incoming ECHO Recorder transmissions are also displayed in this space.
6. **Money.** This makes Pandora go 'round. This will pop up to show your increased liquidity anytime you acquire new funds.
7. **Current reserves and carrying capacity.** An equipped firearm or grenade enables these displays, but any longer than a few minutes into your quest, and your possession of both is a forgone conclusion. Carrying capacity can be increased for lots of things; check out the Marcus Munitions Monthly chapter for more information.

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BODY MOVIN'

Moving is really important. It gets you from place to place, enabling you to maneuver around and rush toward or run away from foes. You can simply walk around in any direction, but sprinting while moving forward is the fastest way to locomote. You can sprint as much as you want (none of that sprint for four seconds, huff and puff for four seconds, repeat nonsense here), and you can even swap weapons or reload while sprinting without breaking stride.

Sighting or firing a weapon, throwing a grenade, using an Action Skill, ducking, or veering sideways too sharply will end a sprint. You'll still be moving forward if you're still holding forward, but it will be at a walking pace instead of sprinting speed. That might seem like splitting hairs until you find yourself running full-tilt with no shield left from enemies that move just as quickly as you. At that time, you'll be like, "I should have remembered that guide tip about being efficient with my sprinting!" But alas.

Pandora is a hostile, desolate planet whose conditions on just the fringe of livable have given rise to deadly flora and fauna. The monsters here can routinely outrun you and fire or hurl projectiles faster than you can flee. Avoid them by circle strafing while keeping your target sighted. Against enemies fleet of foot on the ground, the best option is often turning tail and sprinting full speed away—if there's cover along the way, you can leap over it to buy yourself a little spacing even if they're breathing down your neck. Disengaging like this will give your Action Skill a chance to cool down fully, and Action Skills are your ace in the hole for snatching victory from the jaws of defeat.

Against monsters with champion aim, like bullymongs hurling objects or crystalisks and threshers with their needle fire, circle strafing while still focusing fire on the enemy like in most first-person shooter games won't suffice to avoid crippling damage much of the time. When they begin their ranged salvos, turn facing a right angle to either side of the foe, then run laterally around them. If there's cover to place between you and the enemy along the way, do it; you can drop down behind waist-high cover into a relatively safe crouch, or you can be hidden entirely behind shipping crates, buildings, rock outcroppings, and other full structures. Cover gives your battered shield a chance to recharge, and allows you to find your bearings. (And eventually a recharged Action Skill!)

Crouching makes you a smaller target. An icon appears onscreen on your HUD to remind you that you're crouching, in case you can't feel your knees to tell anymore or something. This gives you more assurance when caught out in the open from afar, or when you're behind incomplete cover at midrange. There are even a few attacks that are unleashed just over waist high, which are avoided entirely if you crouch. If you're caught out in the open from all sides or at close range, crouching isn't going to be a great help—it's time to sprint out of trouble then. Press crouch while falling or jumping, and you'll land in a crouch, though your position in midair won't be altered before the landing. Press jump while crouching, and you'll simply stand.

Fleet of Feet

Using certain skills can increase speed for a few seconds under specific conditions. The boost to movement speed can be invaluable in dicey situations. You can outrun ferocious beasts that might normally chase you down, and you can get out from the midst of creatures on all sides, sprinting out to one side of a killing field so all the enemies are oriented more generally to one side instead of surrounding you. Movement speed boosts that are engaged as kill skills are also terrific for helping you get to the next kill even faster, which keeps the boost going.

Skills That Enhance Movement Speed

VAULT HUNTER	SKILL	EFFECT
	Onslaught	Kill skill that increases movement speed and gun damage for a short time.
	Expertise	Increased movement speed while aiming down the sights. Aim speed and weapon swap speed also increased.
	Fleet	Increased movement speed while shields are depleted.
	Incite	Taking damage increases movement speed and reload speed for a few seconds.
	Bus That Can't Slow Down	Increased movement speed while Gunzerking.
	Innervate	Increased movement speed, health regeneration, and gun damage while Deception is active.
	Followthrough	Kill skill that increases movement speed, along with melee and gun damage for a short time.

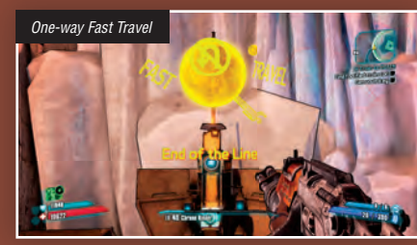
CLAPTRAP SEZ

I BELIEVE I CAN FLY

You can jump while sprinting, and this leap will cover more ground than usual. You can sprint from any jump by holding forward and pressing the sprint button (on consoles, or PC pads that emulate console pads, the "sprint button" involves pushing in the left thumbstick; on a keyboard, it's the left shift key) before landing. You don't have to hold down the sprint button (or keep the left stick clicked in) to continue sprinting. You just have to make sure you don't release the forward direction. You also can't fire, zoom, crouch, throw a grenade, or use an Action Skill without stopping a sprint. Some jumps can only be covered by sprint jumping. You can accomplish sprint jumps with even just small bits of surface; you only need enough ground to register that you started sprinting before the jump, and you don't actually need to sprint for a second or two to gain momentum.

Rapid Transit

When your feet aren't fast enough and you just want to get on with it, you'll need other travel methods. The quickest is Fast Travel, with a couple of caveats. You must have discovered a Fast Travel station in order to use it, so you cannot warp directly to just any Fast Travel station. And certain Fast Travel stations exist only to allow you to travel *away* from a remote location, but not back again. (These are totally not right before boss fights, honest.)



One-way Fast Travel

But you can't go everywhere with Fast Travel, and sometimes it's the journey, not the destination. And other times you'd like to drive a two-ton bandit tactical truck full-tilt into a bullymong just to see how far it'll be tossed by the impact before you then pepper it with infinite vehicle gunfire and explosive attacks.

Scooter's Catch-a-Ride stations return, ready (after a while) to deploy infinite two-seat assault buggies for you—digistructed duplicates of bandit runners in either machine gun or rocket launcher variety. Your runners can be further customized with dozens of skins you'll discover. Later on, the Bandit Technical also becomes available—this hefty truck sports either a vicious saw blade launcher or an explosive barrel catapult! This truck, not as nimble as the runner but sturdier, is able to seat all four players in a co-op game!

> *"The turret weapons on the Light Runner and Bandit Technical vehicles have secondary fire modes that can only be used when you're actually sitting in the turret seat. We don't tell you much about these modes, but some of them are pretty powerful. Try them out!"*
>
> *– NEIL JOHNSON, SENIOR PROGRAMMER*

GUN CONTROL IS HITTING YOUR TARGET, OR: GUNPLAY ON PANDORA

Most of your interaction with the natives of Pandora involves exchanging gunfire. That's their loss—you're probably a very nice person, so long as others don't approach you by snarling and opening fire. But that's what most people (and things) here are going to do, so you'll need to be comfortable with munitions.

Each gun you receive has its accuracy stat on the item card, and of course the higher the number, the better it is for marksmanship, but that number doesn't tell the full story. This figure indicates how likely the gun is to fire dead center, but it doesn't reveal how the gun's aim and spread are affected by the gun's recoil. It also doesn't account for the stability of the weapon, which is expressed as the natural, uneven sway you'll experience just as a function of being a person holding an object and pointing it at other objects. Weapons may have unusual ammo types or behaviors that aren't expressed on the weapon card, and pieces from different manufacturers handle differently, anyway.

CLAPTRAP SEZ

HYPERION STABILIZATION

Hyperion makes weapons that actually increase in stability with continuous fire. The first few rounds will fly like wild pitches, probably wide of the mark, but once the gun gets going, the rest of the magazine will be right on target. In effect, you can think of any Hyperion weapon as having the spin-up time required of a rotating barrel chaingun.

Accuracy isn't the be-all, end-all, and you might find that some gun types, or even certain gun types from only certain manufacturers, handle the way you feel like a weapon should handle for you to be happy with it, regardless of what the accuracy stats say. And higher accuracy isn't even always necessarily better. Against swarms of wildlife scampering and swarming at close range all around you, like varkids or skags, accuracy will be the last thing on your mind.

If you fire without aiming down sights, the weapon will be hip-fired, and accuracy won't be as good as it could be. Most weapons really won't be viable when they're outside of close or mid range and simply hip-fired. If a weapon happens to have an exceptionally tight reticle without zooming in, then perhaps it's still viable, but apart from Hyperion weaponry, most guns require you to zoom for distance work. To draw a tighter bead on targets, you can aim down the sights of your current weapon. This improves accuracy greatly, and depending on the optics on your current gun, this may enable a helpful zoom view.

Accuracy is expressed visually via the cone of fire—a four-point reticle in the center of the screen that blooms or shrinks to show how stable the current weapon is handling. It expands while you're firing or sprinting, which represents a decrease in the accuracy of the weapon in hand. When at rest, the cone of fire shrinks to a minimum width, which is finer or broader depending on the gun. Weapons with a particularly tight minimum cone of fire make good hip-fire pieces. When aiming carefully, aim down the sights. This shrinks the cone of fire down to the center of the screen right away, even while jumping. The recoil generated by repeated fire still means you'll want to fire mostly in controlled bursts even while zooming in, unless the weapon in hand is extraordinarily stable. Take the extra time to find an aiming sensitivity setting you're really comfortable with, then use a little discipline and aim carefully for critical areas!

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Dealing All the Damages

So, where should you choose to aim? Well, you can just aim ambivalently in the general direction of whatever beast is drooling on approach, and some wild weapons even force that tactic, but if you're toting precision hardware or a scope or both and have a little spare time to aim, you should go for Critical Hits.

Hello…

Goodbye.

Different types of enemies have different extra-vulnerable areas. Against flesh-and-blood humanoids, it's naturally the noggin, so shoot those troops in the head. Other creatures have squishy heads, even if they're small targets relative to the size of the creature, like with skags and bullymongs. But against loaders, their weak points are the red sensor "eyes" and the joints where their robotic limbs connect to their torso—there's not really a vulnerable "head" to speak of. And some creatures, like spiderants and varkids, have their weakest areas around their tails or hindquarters, so they'll seek to wall off access to their backsides with their sturdier fronts.

CLAPTRAP SEZ

MAXIMIZING CRITICALS

Some manufacturers produce guns that fire high-velocity rounds that deal enhanced critical damage. Jakobs and Hyperion guns fit this description. Every character also has skills that can be purchased with skill points to enhance criticals (Zero's Sniping tree in particular), and Badass Tokens earned by completing Challenges can be used to purchase permanent, profile-wide statistic increases in the power of Critical Hits. (Or gun damage. Or gun recoil. Or melee damage. Tokens are flexible.)

Apart from going for Critical Hits, you can take other measures to maximize damage. The new Eridium-derived Slag element, when applied to enemies, doubles all damage they receive from *non*-Slag weapons. This makes even damage from standard ammunition heavy, especially Critical Hits. Fire, Shock, and Corrosive weapons each have types of enemies where one will fare better than the others, pressing your advantage further if you arm correctly. And of course, every character has skills that give a straight-up increase in particular types of damage, like guns, melee, grenades, certain elements, and so on. And some skills between characters work beautifully together—Maya's Reaper skill increases her damage against enemies with more than half health, while Zero's Killing Blow skill radically ramps up his melee damage against low-health foes. Maya softens them up, and Zero finishes them off.

CLAPTRAP SEZ

DAHL BURST FIRE

When you aim down the sights with a Dahl weapon, burst fire mode is enabled automatically. For just one trigger squeeze, several shots are discharged one after another, with extraordinarily low recoil. This makes Dahl guns exceptional weapons for mid to long-range firefights. When hip-fired, Dahl weapons fire in either automatic or semi-automatic mode depending on the model, and they do so without the low recoil burst fire engaged while zoomed in.

Dangerous Methods

In addition to shooting, you can also perform melee attacks up close. Each character's signature move inflicts identical damage as a baseline, but Zero's melee attack is the fastest by a hair and also hits the widest horizontal swath—the melee swings of other characters and of bayonetted guns require more precision. Melee damage can be increased a few ways. Roid shields grant a bonus to melee damage as long as your shields are depleted. Guns accessorized with bayonets lend a new melee animation and increased damage. And there are skills, class mods, and Relics that further boost melee prowess. In particular (and far above other characters), with Zero, you can stack melee-centric skills in the Bloodshed tree to slash up close better than anyone. (Of course, you can also stack into Zero's Sniping tree and make him the best long-range gunner as an alternative, but that's beside the point.)

Bewm, indeed.

Maya with her Scorn capstone and Salvador with his Fistful of Hurt gamechanger can also develop above-and-beyond melee capabilities, if you desire.

You can also equip grenades, and you should use them liberally. (Just don't kill yourself with them; you cannot friendly fire your friends, but you can friendly fire *yourself*.) You'll pick more up all the time, especially if you pop open every container you can. And they are great supplements, shoring up gaps in your elemental game and giving you something to toss to help soften the enemy up before you unload with your main weapon. Grenade strength is primarily based on your level and the grenade's listed damage and residual effects. But like the damage of melee and guns, grenade damage can be increased through particular skills and pieces of equipment. You can purchase Storage Deck Upgrades to get space for more grenades at the Black Market. It'll cost you Eridium, but it's well worth it to have more pineapples to toss. Grenades are almost as varied as guns. The Marcus Munitions Monthly section of this book spells out the types of grenades you'll find.

Axton's grenade capacity and strength can be increased by skills, and Salvador can gain the ability to throw two grenades for the price of one while Gunzerking. Maya's Phaselock can be thought of as a sort of customizable Singularity grenade that you get to fire two or three times per minute *on top of* the grenade mod you'll be sporting!

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Maliwan-Tested, Mother Approved

Humanity at large has access to standard kinetic ammunition and explosive rounds, both at the lowest and highest levels of quality and technology. But the research and development of the Maliwan Corporation and the excavation of ancient Eridian tech and materials spearheaded primarily by Dahl have allowed the development of mass-market weapons that spew bullets imbued with special powers. (The Marcus Munitions Monthly chapter has even more details on elemental damage properties and status effects.) The short version breakdown is that you'll make things much easier on yourself by paying careful attention to elemental affinities, and it becomes more or less required against the toughest monsters. During True Vault Hunter Mode, monster weaknesses and resistances become absolutely critical.

Elemental rounds have a chance to trigger their status effect. Once an enemy is afflicted, they'll take damage over a period of time. An enemy can have every status effect draining them at once, with Slag on top of it!

The numbers you see in the following table are multipliers, which show you what potential of damage you'll receive if you shoot specific surfaces with certain gun types. A couple important examples: if you shoot a shielded enemy with Fire or Corrosive rounds during your initial playthrough, the shields will take only 75% of the damage your weapon can output. Do the same thing during True Vault Hunter Mode, and you'll deal only 40% of your damage potential! On the other hand, using a Shock weapon against shields during your first playthrough will deal double your base damage, and during True Vault Hunter Mode, it's even more than that!

All status effects can be applied to YOU as well, so watch out! Getting Slagged or having your shield knocked off unexpectedly by a Shock attack is very bad news.

The game is designed at its core to balance itself around your path and your level. If you find yourself feeling totally overmatched in a given situation, and it seems like particular enemies are just too tough to kill, the first thing you should check is if you're matching elements up properly to ease your battles, rather than inadvertently making them harder than they should be.

Elemental Damage Multipliers

DAMAGE TYPE	IMPACT FLESH (NORMAL MODE)	IMPACT ARMOR (NORMAL MODE)	IMPACT SHIELD (NORMAL MODE)	IMPACT FLESH (TRUE VAULT HUNTER MODE)	IMPACT ARMOR (TRUE VAULT HUNTER MODE)	IMPACT SHIELD (TRUE VAULT HUNTER MODE)	SLAG BONUS (BOTH PLAYTHROUGHS)
Standard ammo	1	1	1	1	1	1	2
Explosive	1	1	0.8	1	1	0.8	2
Fire	1.5	0.75	0.75	1.75	0.4	0.4	2
Shock	1	1	2	1	1	2.5	2
Corrosive	0.9	1.5	0.75	0.6	1.75	0.4	2
Slag	1	1	1	1	1	1	1

CLAPTRAP'S GUIDE TO MINIONING

RELOADING TEDIORE

CLAPTRAP SEZ

One does not reload a Tediore weapon; the spent weapon is instead tossed forward like a grenade, and a fully loaded, identical weapon is digistructed in hand as the castoff weapon explodes. Tediore weapons become explosives when they're done being firearms. The damage dealt by a reload-thrown Tediore weapon is determined by the number of rounds left in the magazine at the time of reloading, plus one round's worth of damage for the weapon body itself; a Tediore that's completely depleted of bullets before being thrown will explode and deal the damage of about one more bullet, while firing a single round out of a full mag and THEN reload-throwing the nearly full Tediore will deal about the same damage as an entire magazine at once!

Tediore weapons require more reloading discipline than other guns. You won't want to reload out of habit when you happen to use only some of a magazine in a gunfight, as most FPS games have trained gamers to do over the years. Reloading randomly will result in you tossing useless exploding Tediore weapons at nothing, wasting ammo in the process and perhaps even putting yourself in extreme and unnecessary danger. A tossed Tediore explodes and potentially deals splash damage to your character, either directly or by touching off an unexpected chain reaction of nearby exploding barrels or canisters. You must take great care reloading Tediore guns during breaks in combat, since there's no way to reload without first tossing forward an exploding gun. And you won't be able to simply fire a single shot and then immediately reload for a very powerful explosion over and over for very long, as all remaining rounds in the magazine are expended. You'll blow through your ammo reserve very quickly this way.

Try not to do this. You're going to get yourself ready for a surprise eventually.

If you accidentally trigger a Tediore reload in a pinch and want to forestall it, perform melee attacks over and over again to keep interrupting the weapon throw animation! You won't actually discard the gun until you stop mashing on the melee button or key.

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Don't Retreat, etc.

You'll inevitably run out of ammunition in your current magazine while dumping outlandish firepower into the beasts of Pandora. When a mag runs dry, the character you control will automatically reload the weapon. If you wish to reload before every round is expended from the magazine, press the reload button or key. This doesn't interfere with your character's movement. So if you're in a tight spot and low on ammo, there's nothing stopping you from sprinting away from enemies while reloading! He who fights and runs away lives to fight another day, as they used to say back in the old Hyperion Claptrap factory.

Advanced Reloading Tactics:

Pressing the reload button sends your character into their reloading animation for the current weapon. The animation depends on the gun, but because almost all of them have a magazine of some sort to eject and replace and then a primer to cock or slide to rack, animations are relatively similar. You cannot fire while the reloading animation is underway, although you can do certain other things. Sprinting, ducking, and jumping can be accomplished while reloading without interrupting the animation. Using an Action Skill, swapping weapons, throwing a grenade, or using a melee attack while reloading WILL interrupt the reloading animation, however. With good timing and familiarity with your current arsenal, you can use this *on purpose* to cut short your reloading animation and get back to firing faster.

What you're looking for is just the ammo counter ticking over to full in the bottom-right corner of the screen; once your current magazine shows full ammo, interrupting the remaining reload animation, however you do so, doesn't matter. For most weapons, this means you just have to wait for the new magazine to be firmly seated into the weapon—but you usually DO NOT have to wait for the slide to be racked or whatever! The most practical way to use reload interruption to your advantage is to simply press the melee button as soon as the fresh magazine registers. If you're in the thick of things in a scrum of enemies, then this melee strike is gravy before you get right back to your regularly scheduled bullet programming. If no enemy is nearby, that's fine—you'll still be ready to aim down the sights and open up on adversaries at range more quickly than if you'd merely let the reloading animation play out!

You can also swap weapons just after the ammo ticks to full, though this doesn't give you a leg up on speed; it can just assure that whenever you cycle back to the appropriate weapon, you aren't re-equipping an unloaded piece.

This reload trick is of course less useful for weapons with naturally quick reload speeds, or after you've invested skill points and Badass Tokens into a build tailored to increase reload speed, anyway.

LONGEVITY ON PANDORA

Shields

If you can't manage to dodge attacks, the first buffer between your poor fragile flesh and the claws, fangs, and bullets of the locals is your shield. Shields take damage before it saps into the flesh-and-blood of your health pool, and they even soak up some of the damage from burning or corrosive sources entirely. Note that, just like enemy shields, your own shields are VERY vulnerable to Shock attacks. Those blue, sparking projectiles hurtling at you from a flying surveyor or an ION Loader or an electric weapon-wielding nomad are not just for show. They'll knock your shield off just about instantly, leaving you totally vulnerable and exposed to damage from all sources. And excess damage against a depleted shield bleeds over into health damage immediately.

Every shield shares the stats of capacity, shield recharge delay, and shield recharge rate. Capacity dictates the most damage-absorbing energy the shield can hold at once. Recharge delay shows how long you'll have to avoid damage for a diminished shield to begin recharging to full (a lower number is better), and recharge rate indicates how fast that recharging process will be (a higher number is better). Beyond these standard parameters, shields from different manufacturers have their own specific properties that make one or the other more appealing to you. Some of these will alter the look of the shield's bar on the HUD to help depict the effects. Just like with guns, there are seemingly countless different shields you'll discover, and picking the type you carry and use boils down to your preference, your character's build, and the needs of the moment. A more complete breakdown of shield types is available in the Marcus Munitions Monthly section of this book.

CLAPTRAP SEZ

SLOW AND STEADY WINS THE RACE

Pangolin's Turtle shields feature enormous shield capacity. The price you pay is a penalty to maximum health, but lowered health capacity hardly matters if the extra shielding keeps you from getting there in the first place.

IT'S BEST TO BE FLEXIBLE

Along with Pangolin, one of the only two companies on Pandora that might be rightly called pacifist, Anshin focuses on shields that adapt to the elements in the area. Getting splashed with Fire from a Badass Pyre Thresher? Having Corrosive goop barfed onto you by a Goliath? Anshin's Chimera-like shields can adapt to the situation and resist much of the damage.

SHIELD'S LOG, SUPPLEMENTAL

Base shield performance can be expanded beyond the specifics of your equipped shield. Every character has skills that boost some of shield capacity, recharge delay, and recharge rate. You can also prioritize Badass Tokens earned by completing Challenges to spend on increasing those stats in particular. You'll find pieces of equipment besides shields themselves that also contribute to shield performance—some Relics and class mods are accompanied by shield-boosting bonuses.

Or, you might not even focus too much on boosting shield performance. Depending on your style of play and potential support from co-op teammates, you might take an entirely different approach, building a character based around getting in the thick of it up close and having your shield shattered so you earn bonus Bandit-made shield Roid damage, for instance. Many skills also increase capabilities when shields are depleted.

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Health

Your health is displayed in the bottom-left corner of the screen as a red bar and is determined primarily by the level of your character. Health can be further increased by using Badass Tokens to boost health capacity, or by purchasing certain health-boosting skills. As with shields, some class mods and Relics also buff up health.

Damage taken when shields are down injures health. If a shield is "overkilled," that damage bleeds into health immediately… no free rides. Your priority when shields are down and you're taking health damage should be getting out of harm's way and giving your shield time for recharge delay to end, so the shield builds back up and you have a margin for error again. (Unless you've crafted some kind of build that involves rocking a depleted shield on purpose, in which case godspeed, brave warrior!) Damage taken to health doesn't recharge naturally like shield energy. Instead, you must replenish health damage by finding hypodermic Health Now! medicine. Like ammo supplies, you may find these anywhere: off killed enemies, in loot piles or in containers, and in vending machines.

If a Health Now! hypo is dropped during a heated battle, you can simply run over it to replenish health if needed. These can otherwise be purchased at any Zed's Meds vending machine. Don't even ask if they provide clean transfusions; you probably won't survive long enough on Pandora for this to become an issue.

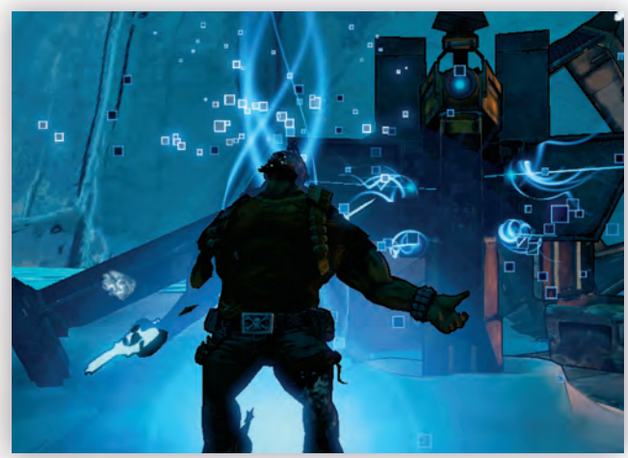
There are also other ways to replenish health. Every character has a bit of a "survivability path" for skill assignment that somehow maximizes possible health regeneration (and likely health capacity and shield performance, too). Some Relics and class mods can increase health regeneration for your character or even your entire team. Everyone can equip Transfusion grenades, which suck health back from enemies caught in the blast; some rare guns feature a health-sapping effect, as well. And Maya can be a combat medic for an entire team through her Harmony skill tree.

Fight For Your Life

Your shield is down, your health is rapidly diminishing. Get health knocked all the way to zero, and you'll fall to your knees, rattled at death's doorstep. For a brief period of time, you'll be stuck in a state called Fight For Your Life. This can also be called a "downed" state. While downed, movement speed becomes a literal crawl, and aiming down sights isn't possible—weapons can only be hip-fired. With an exception for Salvador with his Down Not Out skill, Action Skills aren't possible. A timer ticks down, the last thing separating a Vault Hunter from a dusty desert planet grave.

Score a kill during Fight For Your Life, and you'll rise back to your feet with Second Wind, rejuvenated by this brush with the end. Co-op partners can also rush to your side and revive you during Fight For Your Life; Maya equipped with the Res skill can use Phaselock to instantly revive downed allies remotely.

If the Fight For Your Life timer ticks all the way down before a teammate can revive you or before you can score a kill that activates Second Wind, then you'll be dead. A shame, so young. Your body will be discorporated, and a new body will be digistructed at the most recent Hyperion New-U station you've passed nearby in the current area. For the humble feat of bringing you back from the dead, Hyperion will garnish about a tenth of your total funds. That might add up to a lot of money, but it's a lot better than being dead, so don't complain too much.



CLAPTRAP SEZ

A PANDORAN REVIVAL: CO-OPERATIVE TRIAGE

Co-op partners can try to revive you during a downed state. If there are relatively weak enemies nearby, the team might be better served just letting them live so downed members can score easy Second Winds without an assist. At the very least, in the middle of a gunfight, teammates can make this kind of decision on the fly, like if someone happens to be downed near something like a larval varkid.

Against more threatening and tougher groups of enemies, and against Badasses and bosses, you'll need more coordination. If nasty enemies totally surround a dying ally, the foes all around them can be distracted or even relocated against their will in a number of ways. Singularity grenades suck all nearby enemies toward ground zero, which can be useful to clear a safe path to try to revive a friend. Maya's Phaselock Action Skill with her gamechanging Converge skill on top of it can achieve the same effect. (This can be useful even if Maya has the Res skill that allows Phaselock itself to raise allies; too many enemies around an ailing friend might make it impossible to accurately target them so Phaselock hits friend rather than foe.) Zero's Deception hologram and Axton's Sabre Turret serve as great distractions to occupy enemy attention and enable safe revivifications; Salvador can accomplish the same thing with his own body through Gunzerking, especially in his Brawn tree.

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Second Wind

If you get downed near any kind of plentiful weak enemies, like rakks or skag pups, it should be easy to score Second Wind—just ignore anything nastier (which probably includes whatever tore off the last of your health), and gun down the poorest peon.

If you've started to burn, corrode, or shock a weak enemy, their exposure to an element counts as your Second Wind kill. So, if you're playing as Maya and sporting skills that afflict the whole battlefield with damage over time effects, like Flicker and Helios and Cloud Kill and so on, make an effort to Phaselock a group of baddies and spray gunfire into as many foes as possible if your health is about to be totally drained. Some low-health loader you don't even realize you've corroded might be the key to getting back on your feet. Similarly, when you're playing as Axton and the Sabre Turret is ready for deployment, absolutely get that thing out there, if you realize you're about to be downed—the turret's kills will count for Axton, but he can't deploy it once he's already stuck in Fight For Your Life!

You'll eventually be able to equip four weapons at once, so you can keep a gun equipped specifically for Second Wind use. Keep in mind you won't have to worry about splash damage from your own explosives, so you can do something on purpose that would normally be foolish, like swap to a rocket launcher and detonate it into a peon's skull at point-blank range. With aiming down sights off limits as your character uses one arm just to keep from collapsing, weapons like the Dahl line will be way less than ideal. However, other weapons help surmount this disadvantage, like Bandit weapons with deep magazines and Hyperion weapons with stabilization under continued fire. And shotguns can obviously be good in downed situations as long as the enemies aren't too far away, since with no other weapon type does it make less of a difference whether you can iron sight or not.

Between your guns and your skill distribution, you can make pretty solid strategies for scoring Second Wind consistently, so you can play aggressively and skirt the edge all the time. Skills such as Maya's Immolate, Axton's Do or Die and his Last Ditch Effort, and Salvador's Down Not Out boost fighting prowess while downed, making it much easier to score the kill needed to rise up with Second Wind. Beware that having your health knocked back to zero again too soon after Second Wind results in a shorter Fight For Your Life period before death. Keep getting Second Wind and knocked down repeatedly, and the Fight For Your Life timer will become so brief it will be impossible to get a kill in time to avoid death.

THE PATH OF MOST RESISTANCE

You wake up semi-conscious, being attended to by a funny little talking robot. A man named Handsome Jack tried to kill you. You're not happy about it, and seeing the story through to the end (while picking up some sweet guns and leveling up your character along the way) will keep you well-occupied. Completing *Borderlands 2* takes dozens of hours, even during Normal Mode (the first playthrough), and that's not even counting much of the game's 100+ optional missions on top of the main story!

Whether storyline-related or optional, missions are obtained a few ways. You will receive many from characters embroiled in the main story, like Claptrap and Sir Hammerlock. Usually, you'll be tasked with completing some objective; you'll go do it, then you'll return to the mission giver for your reward and follow-up missions. Of course, sometimes the arrow of time has other ideas and things won't go exactly according to plan, but that's just the story of a Vault Hunter's life on Pandora. It's said if you're flexible, it helps you stay young. Anyway, you'll also receive missions from bounty boards and from ECHO Recorders located throughout the world. A complete breakdown of story missions is found in our walkthrough, the Crimson Raiders' "Path of Most Resistance." Likewise, all optional missions are covered in the second half of that chapter.

Story Missions

From the very beginning, when Claptrap needs you to retrieve a crappy handgun with which to recover his eye, you'll be tasked with missions. There are story missions, which deal with your servitude under Claptrap, and subsequent events involving the detestable but curiously dashing Handsome Jack and his Hyperion Corporation. Completing story missions will further your progress toward the game's ending. You'll also receive rewards in the form of money, experience points, and material inducements like equipment and Eridium.

Optional Missions

Optional missions are abundant. These also offer up rewards, while taking you off the beaten path and further into Pandoran lore, flora, and fauna. Completing optional missions will also build toward Challenge completion and the unlocking of certain Trophies and Achievements. Optional missions are a great way to farm XP and items, and to get to know more of the, shall we say, *eccentric* characters out and about.

Objectives for the mission you set as active will have markers on them on your maps and in your field of view.

Mission objectives may also shimmer in green.

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Mission Rewards

You'll always receive XP and money for completing missions. You'll almost always also gain something material out of it—some piece of equipment, or at least some Eridium to build toward more storage deck upgrades. You can tell what sort of material rewards a mission offers upon completion by the little icons displayed on the mission card in the menu.

Happily, you'll be able to fit rewards even into a fully stuffed Backpack, although you'll need to sort your inventory down to normal levels at some point in order to pick anything else up.

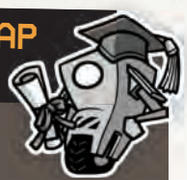
You'll have a choice of reward after certain missions. For some of these missions, the reward granter will simply offer you a choice between two items on the spot; on other missions, different characters will vie for the spoils of your labor over your ECHO Recorder, and you'll make the choice about what reward you'd like by which of the characters you speak to first. Be conscious that you're making the choice simply by speaking to one of the competing reward givers!

Mission rewards are often unique, and they'll usually be pretty strong for missions you complete that are ahead of or around your current level. (The same unique mission reward might differ mildly in stats and parameters from playthrough to playthrough and differ drastically from an initial run to True Vault Hunter Mode, but the general purpose will be the same, and it will exist perhaps nowhere else.) Completing missions listed as trivial will yield rewards similar to killing enemies several levels under you—anything you get is unlikely to be useful outside of its value when vended.

CLAPTRAP'S GUIDE TO MINIONING

TRUE VAULT HUNTER MODE

CLAPTRAP SEZ



Completing Borderlands 2 once unlocks True Vault Hunter Mode, which works like a second playthrough did in the first Borderlands—you start over but keep your levels and equipment while the game becomes more difficult, with harder enemies and plenty of new enemies entirely. Now, you'll have some familiarity with most of the game, just in time for the enemies to really ramp up their attacks and resourcefulness. The weapons you'll find will be extra nasty to match the Ultimate Badasses that will be capable of knocking you into and right past that Second Wind chance faster than you can croak, "When Grandma burps, Patrick obeys."

In addition to new and more difficult foes, enemies are harder during True Vault Hunter Mode simply by virtue of having multipliers added to their health and their damage output (which are listed just ahead). True Vault Hunter Mode baddies live longer and hit harder than their Normal Mode versions, whether they're new and/or improved enemies or simply renamed.

Completing the game again during True Vault Hunter Mode has further benefits...

Ignoring missions can be accomplished by pressing in the right stick while a mission's details are highlighted. This places it in a list that sorts underneath all other lists, so these missions become easy to ignore. You might use this to clean up several trivial missions if you outlevel them. But note that missions you ignore during Normal Mode will still be sorted in the ignored list during a True Vault Hunter Mode continuation, so you'll need to move them back out to pay attention to them again.

Friends with Benefits

The ideal *Borderlands 2* experience involves co-operative play. The world of Pandora has been fleshed out and the story and characters expanded so that the game stands much taller than its predecessor as a single-player experience, but you'll still get into the wildest and wooliest battles in online co-op, and you'll watch the lovely ways the skills of the different classes can mingle with the cacophony of varied friendly firearms to really pull loaders and bandits apart in all sorts of beautiful, chaotic ways you simply won't see all on your lonesome. Enemy health and damage scale up the more players join a co-op game. The XP and loot rewards scale upward, too. You can also trade items with your friends, or duel with them.

"Try playing with a friend. There's a totally different element to the game when you are working together."

– HAYLEY WILLIAMSON, EXECUTIVE ASSISTANT

For the purposes of an enemy's base health total and damage output multipliers, there are two classes of foes—peons, which are just any regular enemy, and Badasses, which includes anything with a name that starts with some variation of "Badass." The Badass grade of enemies also includes bosses, unique named enemies, loot Midgets, and chubby foes. These figures are global multipliers that tweak each enemy's base health pool and damage output.

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Examples from opposite ends of the spectrum to help read these charts: if you're playing solo during the first playthrough Normal Mode, both peon enemies and Badasses will have 100% of their base health values. But peons will deal 75% of their base damage output to you; Badasses will dish out 85%. On the other hand, when you're finally playing True Vault Hunter Mode with three co-op friends for four players total, peons will have 175% of their base health—almost twice as much as normal—and deal 145% of their base damage. Meanwhile, Badasses will have *eight times more* health than their base value and deal over twice as much damage!

Base Enemy Health and Damage—Normal Mode

—	SOLO PLAY	SOLO PLAY	2 PLAYERS	2 PLAYERS	3 PLAYERS	3 PLAYERS	4 PLAYERS	4 PLAYERS
ENEMY GRADE	HEALTH MULTIPLIER	DAMAGE MULTIPLIER	HEALTH MULTIPLIER	DAMAGE MULTIPLIER	HEALTH MULTIPLIER	DAMAGE MULTIPLIER	HEALTH MULTIPLIER	DAMAGE MULTIPLIER
Peons	1.00	0.75	1.20	0.90	1.45	1.03	1.75	1.22
Badasses	1.00	0.85	2.00	1.00	3.00	1.13	4.00	1.32

Base Enemy Health and Damage—True Vault Hunter Mode

—	SOLO PLAY	SOLO PLAY	2 PLAYERS	2 PLAYERS	3 PLAYERS	3 PLAYERS	4 PLAYERS	4 PLAYERS
ENEMY GRADE	HEALTH MULTIPLIER	DAMAGE MULTIPLIER	HEALTH MULTIPLIER	DAMAGE MULTIPLIER	HEALTH MULTIPLIER	DAMAGE MULTIPLIER	HEALTH MULTIPLIER	DAMAGE MULTIPLIER
Peons	1.00	1.05	1.15	1.15	1.45	1.35	1.75	1.45
Badasses	2.00	1.30	4.00	1.55	6.00	1.80	8.00	2.05

THE SPOILS OF WAR

So about those rewards… the whole incentive for Vault Hunting from the first. Using patent-pending new foot-collection technology, you can now pick up ammo, cash, and health drops simply by running over these items. You'll need to actively pick up weapons, equipment, cash and ammo found in containers, and pieces of Eridium. As in the first *Borderlands*, you can hold down the "use" button/key on one item to collect everything nearby; when several containers are adjacent to each other, it's more efficient to open them all, then center yourself among them and use this bulk-collect command than it is to open, collect, open, collect, open, collect, and so on.

> *"The loot cycle is still the best aspect of the game, same as its predecessor. The gun and shield drops are what grab my attention most, and that's by design."*
>
> *– NEIL JOHNSON, SENIOR PROGRAMMER*

Note that if you use the bulk collect command (holding down the "use" command to pick items up en masse) while looking at a weapon, you'll replace your current weapon-in-hand with the one you've just collected.

Weapons and Equipment

You'll need guns. Lots and lots of guns. That's okay, though, because you're sure going to get them. Throughout the adventure, you'll receive new weapons and equipment constantly. Enemies often drop their equipment upon death. Pistols and shields are sometimes squirreled away in loot piles and smaller containers. Folks who've given you a mission often cough up gear as payoff. Vending machines and slot machines offer a changing assortment of all kinds of gear. And finally, larger containers, like gun loot chests, gun lockers, reappropriated car trunks, loot goon Backpacks and LWT Loader torsos, and appropriately named dook huts will always spit out some items. Skag and bullymong piles and other collections of rubbish can also house equipment, though the results are usually partially digested bandit trash. (Monsters are not particularly discerning regarding their item collection. Or their diets.) For much more on items and firearm mechanics, check out the Marcus Munitions Monthly section of this book.

Initially, you'll have only two slots for equipped weapons, as well as room for a shield and grenade mod. Later on, you'll acquire class mods, Relics, and up to two extra weapon slots through story progress.

CLAPTRAP SEZ

STASH STORAGE

Even if you upgrade your Bank and Backpack space all the way via the Black Market, you might eventually run into a situation where you just have too much stuff you want to keep around for your maxed out inventory. Claptrap's Secret Stash to the rescue! Once you complete this arduous, multi-part mission, you can access a secret vault designed for fellow Vault Hunters to leave items for one another. You can offload some stuff you definitely want to keep but don't necessarily need immediate access to into the stash, then pick it up and hold it with a "mule" character you've created for this express purpose!

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I'LL TAKE MINE MEDIUM-RARE

You can tell how rare a piece of equipment is by the color of its name. White items are common, and orange items are damn near nonexistent... that's why they're referred to as legendary, after all. In between there are three other grades, with a wide spectrum of usefulness and value. Rarer items are made with finer parts and come with features that more common weapons and items simply don't. This makes it more likely that rarer items will be better, of course, but that's not guaranteed—even within the same rarity grade, there's a big, variable gulf between the best and worst gun possible. For example, a really good white, common rarity weapon can still be better than a mediocre blue or purple rarity weapon. So rarity isn't the only metric for determining performance; it's just the most obvious at first glance. For much more on rarity, weapons, and items, check out the Marcus Munitions Monthly section of this book.

White and green rarity items disappear after a time, and loot chests and containers reset themselves after each distinct play session (where you quit all the way out to the menu). Blue rarity items or better do not disappear from the world as quickly as white and green rarity items, and will disappear if you pawn them at a vending machine and then let some time pass.

Item Rarity Grades

COLOR	RARITY
White	Common
Green	Uncommon
Blue	Rare
Purple	Very rare
Magenta	Very rare–E-tech
Orange	Legendary

You'll find stuff all over the place, and not all of it is good. Some of it is crap, actually. If you pick something up and you know for certain it's no good for any of your characters, you can flag it as garbage so it's easy to find in your inventory and sell the next time you visit a vending machine. Selling weapons you don't want is perhaps the most lucrative source of revenue in *Borderlands 2*.

Sometimes, grenades and guns you scoop up will be obviously useless beyond their utility as sales bait, too far behind in level or raw damage to be useful. But if an item's stats are even on the margin of acceptable for your level and your foes, then it's worth taking any new weapon out for a test spin… if not in actual combat, then at least looking over the gun with the inventory's Inspect feature and test firing the weapon. There are possible bullet and firearm behaviors that are NOT expressed on the stat card for the weapon/grenade, and you'll just never know what you're missing out on if you don't at least check!

> *I animated a few of the loot chests and loved getting to bring to life the cool contraptions that the player uses to get his/her weapons and ammo.*
>
> **– JOSH OLSON, TECHNICAL ANIMATOR**

Dolla Dolla Bills, Y'all

Money makes the world go 'round as surely on Pandora as elsewhere in the six galaxies. You'll find money everywhere—off things you kill; inside any pile, box, locker, and chest that can be opened; and as a reward for missions.

You'll chase paper mainly so you can buy doses of Health Now! from Zed's Meds vending machines, and so you can re-up on ammo and snag choice weapons at Ammo Dump and Gun vendors. It's very rare, but it's *possible* for orange rarity legendary gear to show up for sale in a vending machine, so it's *always* worth your while to at least take a gander at the current inventory of the machines you pass! If you feel like rolling the dice for weaponry, you can also roll the bones by playing Moxxi's slots (the slot *machines*, perv), or by tipping generously.

You'll also inevitably spend some money on digital New-U reconstruction when you die. (And you are going to die. Yes, you.) This is automatic, so at least on Pandora, you have essentially the best medical insurance possible. New-U reconstruction is a percentage of your total funds, so don't worry about not having the scratch. Don't spend too much time thinking about how your reconstructed self is only an indistinguishable copy of your dead self and not the exact same organism. What is self, anyway?

Finally, you'll have to spend a little cheese when respecing skill points, but the nominal fee is a small price to pay for the flexibility of redoing your build as needed.

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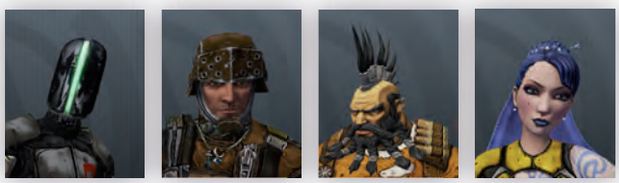
Faces & Skins

At the outset, every character starts with several faces and body skins to mix and match in order to produce your own beautiful Vault Hunting snowflake. Ditto Scooter's Catch-A-Ride vehicles, once you have access to them. (SPOILER ALERT: there are vehicles in *Borderlands 2*. Sorry!) But on top of all the other stuff you'll find, you'll also uncover new looks for each of these aspects of player characters.

Heads: Character heads are a lot more exclusive than vehicle skins. Three are rewards for optional missions. One is a rare drop from any Badass enemy in the game. One is acquired by completing the fifth and final tier of the Challenge "…to pay the bills," which is focused on Action Skill use. Finally, several heads are low probability drops from some of the game's baddest bosses and rarest foes.



Player skins: Like the vehicle skins, there are lots more character skins than additional heads. Eight skins come from completing optional missions. Thirty-three are acquired from completing various Challenges. The eight manufacturer-branded skins are found (rarely) in vending machines. Two skins can only be won from slot machines. And finally, 14 skins are general enemy drops.

As with respecing skill points, changing appearance is accomplished at Quick Change stations.

Vehicle skins: You'll snag more looks for vehicles by killing enemies and searching loot piles (the piles you can shoot or punch to open up, *not* loot chests and loot containers!). Vehicle skins are strictly bandit-scavenged in this way. Pimp your ride!

Unique Items

Unique items are distinguished from the common pool of weapons and equipment that are simply the result of the characteristics of their manufacturer and components. These items are specially crafted to behave differently than just any other item. Weapons may have abnormal bullet behavior or a peculiar reload, and shields and grenades can have their quirks, too.

Unique items have red text on their stat card that references the inspiration of the unique item or hints at its function. Check out unique items in the viewer by pressing in the right stick so you can get a good look at the special decals and designs emblazoned on the rare pieces.

Uniques are obtained in a variety of ways. Although they aren't randomly generated like the common pool of things, they'll have some variability, as some of their components are still random. So it's possible to hunt for a better version of a unique weapon if it comes from something you can perform repeatedly, like hunting one monster. If it comes from a mission, you won't have the same ease of taking more cracks at the same item, though you'll have another chance at the same mission and a better version of the same item during True Vault Hunter Mode. You can also join an online host in any mission they're undergoing, including any you've already completed.

Legendary Items

Taking it one step further, the rarest of uniques are colored orange and considered legendary. Legendary items are extremely rare—you might make it through your entire first playthrough scoring only two or three. Within the common pool of drops from any given enemy, chest, or vending machine, legendary items are very scarce. In other words, you're very unlikely to get an orange item just anywhere, though it is possible. But legendary weapons always have a monster or a particular category of monster from which they'll drop at a much higher rate, around one in 20.

All legendaries are unique, but not all uniques are legendaries. Now you are ready for the Pandora SAT.

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Rare means rare. You're not likely to pile on the orange-colored drops, so cherish the ones you do get. Even if it's not a weapon type you normally like, give legendaries a try; they'll surprise you. And if you're not going to use a legendary—whether it really does underwhelm you or you simply level up beyond its window of usefulness, consider tossing it into Claptrap's secret stash for another one of your characters, or trading it with a friend. Perhaps even duel a friend, with orange items like Pandoran pink slips on the line. Just don't pawn off orange rarity goodies if you can help it.

The opportunity to re-roll unique weapons and to do runs for legendaries is the main reason most bosses will respawn if you revisit their battleground later on in the story. Sure, you killed them already, but Pandora won't hold that against them—most of them will be back for the farming. (Well. Not *right away* after the first time you kill them. But come back later.) Some bosses also drop unique player customization heads and skins in addition to unique and legendary weapons, so there's additional reason to hunt them down again beyond the promise of a better unique gun, or an orange rarity trinket…or just good XP and a fun fight.

But once you've drastically outleveled any boss, it'll be just like fighting outleveled peons, unless you're just going for the skins at that point—the overmatched boss will be no real challenge, and the rewards are less likely to be valuable relative to your current level.

The farming fun doesn't really start until you've completed True Vault Hunter Mode…

There are *a lot* of unique and legendary weapons—even if the millions of procedurally generated weapon combinations didn't exist, *Borderlands 2* would still have more weapons than any other game like it. And many are covered in the Marcus Munitions Monthly section of this book!

XP and Leveling

Experience points are earned from friendly enemy kills (meaning kills you earn, kills your teammates earn, or kills earned by enemies currently under allied control, as with Maya's Thoughtlock), mission completion, and location discovery. Getting more XP naturally increases your level. Increasing your level is the most direct way to become more powerful. The game's whole damage calculation starts by asking, "What is the player character's level relative to the enemy target's level?" Better weapons and equipment also have minimum level restrictions. And just as important as the raw, innate damage increases based on leveling, getting levels means getting more skill points and consequently more skills.

The rewards you receive are based on level, too. Taking on enemies and missions of a higher level than you garners more XP and better item rewards (provided you actually succeed in the above-average challenge). Taking on weaker, underleveled monsters and missions nets a lot less, to the point of combat and missions becoming not worthwhile if you're too far ahead.

Experience Points Required per Level

LEVEL	XP REQUIRED	FREELY SPENDABLE SKILL POINTS
1	0	0
2	358	0
3	1,241	0
4	2,850	0
5	5,376	0 (Action Skill unlocked)
6	8,997	1
7	13,886	2
8	20,208	3
9	28,126	4
10	37,798	5
11	49,377	6
12	63,016	7
13	78,861	8
14	97,061	9
15	117,757	10
16	141,092	11
17	167,206	12
18	196,238	13
19	228,322	14
20	263,595	15
21	302,190	16
22	344,238	17
23	389,873	18
24	439,222	19
25	492,414	20
26	549,578	21
27	610,840	22
28	676,325	23
29	746,158	24
30	820,463	25
31	899,363	26
32	982,980	27
33	1,071,435	28
34	1,164,850	29
35	1,263,343	30
36	1,349,091	31
37	1,476,041	32
38	1,590,483	33
39	1,710,476	34
40	1,815,091	35
41	1,967,582	36
42	2,104,926	37
43	2,248,285	38
44	2,397,772	39
45	2,553,501	40
46	2,715,586	41
47	2,884,139	42
48	3,059,273	43
49	3,241,098	44
50	3,429,728	45

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Skills to Pay the Etc.

As you kill enemies and complete missions on Pandora, you'll earn XP and thus progress toward leveling up. Starting with level 5, you'll earn a single skill point for each new level. This first skill point at level 5 can only be spent unlocking your character's Action Skill, so in effect, getting level 5 is more like unlocking your Action Skill to start rather than unlocking your first skill point, which you can't actually assign as desired. However, it's difficult to imagine what could be more important than unlocking your Action Skill as soon as possible. This astonishing, unique ability can be used frequently, and it will come to define your approach to combat. After that, though, you can choose how to spend every skill point you earn, all the way to level 50 for a total of 45 freely spendable points.

Each character has three skill trees into which points can be dumped, which gradually unlocks more skills for purchase further down the tree. At first, after acquiring the level 5 Action Skill, you'll only be able to spend skill points in the very first tier of skills in each tree. The second tier of skills is unlocked once at least five points are spent in tier one; the third tier of skills is unlocked once at least 10 points are spent in tiers one and two; and so on.

CLAPTRAP SEZ

MO' SKILL POINTS, MO' PROBLEMS*

**not actually true*

In the original Borderlands, you unlocked the next tier of skills by spending at least five points in the skill tier right before, so in order to buy tier three skills, you had to have spent at least five points in tier one and five points in tier two, within the same tree. In Borderlands 2, you still need to build down the same tree, but you don't have to put points into every tier. Putting 10 skill points in tier one of a tree will unlock the ability to purchase tier three skills just the same as if you placed five points into tier one and five more points into tier two. This makes the Borderlands 2 trees more flexible for customizing your vault hunter than in Borderlands!

FEWER BANDITS TO GO AROUND

Kill skills, those that engage a brief bonus when you kill an enemy, are less valuable during co-op play than when you're on your own. It's just natural that during a four-player game you're going to get a lower percentage of killshots than when you're on your own, getting every single one. If you're in a full game, consider respecing away from kill skills toward constant passive skills.

> *"Don't be afraid to re-spec. A strategy that works well in single player may not be the best idea in multiplayer… for instance, everyone at Gearbox is a kill stealing whore… kill skills aren't the most useful."*
>
> *– KIRSTEN KAHLER, QA ARBITER*

SKILL TREE TIER	PREREQUISITE POINTS INVESTED IN SAME TREE	EARLIEST POSSIBLE LEVEL
1	1 (Action Skill)	Lv.6
2	6	Lv.11
3 (tier three gamechanger)	11	Lv.16
4 (Axton/Sal: tier four gamechanger)	16	Lv.21
5	21	Lv.26
6 (capstone)	26	Lv.31
(Capstone one tree, T3 gamechanger in another)	37	Lv.42
(Axton/Sal: Capstone one tree, T4 gamechanger in another)	42	Lv.47

Most skills confer statistical buffs under specific parameters, such as for a short period after damaging or killing an enemy, when shields are fully depleted, or when your Action Skill is used. Investing more skill points into a particular skill amplifies this bonus, and these skills can be increased up to five times. These bonuses are passive—that is, they don't require your attention. They'll happen when they happen.

Some skills grant unique, game-changing abilities known as gamechangers. Clever, indeed! They can also be called one-point-wonders, as they only require one skill point to make a significant difference in your character's capabilities, rather than needing five skill points for a gradual, subtle increase. One gamechanger is found midway through each skill tree for each character in the third tier of skills; Axton and Salvador both have additional gamechangers in the fourth tier of two of their skill trees.

The last skill in a tree is the capstone—the culmination of that skill tree's strengths and bonuses. The capstone is always a very powerful ability that really enhances your power, whether solo or in a group. However, you'll only be able to afford one at a time.

SKILLS
Ruin
Action Skill Augmentation.
Phasewalk now Slags Electrocutes and Corrodes all nearby enemies.
"Ignorance and inconsideration may be greater causes of ruin, but they are slow and lacking in spectacle."
SIREN
SKILL POINTS 0
Toggle Overview
Close

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Build with a Purpose

The skill trees in *Borderlands 2* are arranged to make you make decisions about your playstyle. You can't be a generalist—there just aren't enough skill points to go around, even at level 50. Instead, you'll want to bore down and focus on the essence of how you want to play. If you want to focus on using a particular type of weapon, or on crowd control, or on healing allies, or crowd damage, or single target damage, or critical damage, and so on, these preferences should dictate where you spend your skill points.

It's therefore important to decide which gamechangers and capstone skill you want, more so than worrying about which passive statistical buffs to take with you.

You won't have accrued enough skill points for a while to make an impactful pointed build. You can start making builds that greatly enhance your character once you have enough levels under your belt to start earning the gamechanging skills in the third tier (fourth, too, for Axton and Salvador) and the capstone skills at the end of each skill tree in the sixth tier.

You can also find class mods and Relics that enhance your chosen skills even further. It tends to be much better to push two or three specific goals to their highest height rather than spreading out points among many more lower-tier skills. Initially, you'll kind of have to, as builds can't really be fleshed out yet and raw survivability is the most important thing, whether solo or co-op. But once enough skill points, Badass Tokens, and purposeful equipment are acquired to really hone a build to a sharp point, go ahead and do so.

Respecing is accomplished at a Quick Change station. (As is changing your look.)

Remember that between the Bank and Claptrap's secret stash for storage and the relatively low cost of respecing skill points, there's no reason not to experiment for fun, adapting your build to a particular area or mission, or to adopt a specific party role (like healer, damage, crowd control, tank, decoy, etc.). Being flexible with your build and even having several planned out gives loot a whole new dimension—you'll find guns and equipment that don't benefit your current character and build but WOULD benefit another of your characters (so stash 'em!) or even one of your co-op friends (so trade 'em!).

Gamechangers and Capstones at a Glance

For specifics on the characters themselves and their complete skillsets, check out the Hyperion's Most Wanted section of this book.

Axton's Gamechangers and Capstones

SKILL TREE	GUERRILLA (GREEN)	GUNPOWDER (BLUE)	SURVIVAL (RED)
T3 gamechanger	Scorched Earth	Longbow Turret	Phalanx Shield
Effect	Adds rocket pods to the Sabre Turret.	Sabre Turret deploys like a Longbow grenade.	Sabre Turret gains a bubble-like Phalanx Shield.
T4 gamechanger	—	Do or Die	Mag-Lock
Effect	—	Grenades can be used during Fight For Your Life.	Sabre Turret can stick to walls and ceilings.
Capstone skill	Double Up	Nuke	Gemini
Effect	Sabre Turret is double-barreled and outfitted with Slag rounds.	Deploying the Sabre Turret sets off a nuclear blast.	Allows a second Sabre Turret to be deployed after the first one.

Salvador's Gamechangers and Capstones

SKILL TREE	GUN LUST (GREEN)	RAMPAGE (BLUE)	BRAWN (RED)
T3 gamechanger	Auto-Loader	Steady as She Goes	Fistful of Hurt
Effect	Equipped guns that are not currently in hand are reloaded by scoring kills; swap to a gun reloaded with Auto-Loader to trigger Locked and Loaded.	Gunzerking recoil is reduced, and shots on target can improve accuracy temporarily.	The melee button produces a whopping uppercut with a 15-second cooldown.
T4 gamechanger	Down Not Out	Double Your Fun	—
Effect	It's possible to activate Gunzerking during Fight For Your Life.	While Gunzerking, Salvador throws two grenades for the cost of one.	—
Capstone skill	No Kill Like Overkill	Keep Firing…	Come At Me Bro
Effect	Overkilling targets grants a damage bonus based on how much excess damage was left over from the kill shot.	Firing continuously without stopping during Gunzerking increases Salvador's fire rate and reload speed.	Pressing the Action Skill button while Gunzerking causes Sal to flip off the opposition, drawing their ire while he gains health and damage reduction.

Maya's Gamechangers and Capstones

SKILL TREE	MOTION (GREEN)	HARMONY (BLUE)	CATACLYSM (RED)
T3 gamechanger	Converge	Res	Cloud Kill
Effect	Nearby enemies will be pulled toward Phaselock's victim.	Phaselock can be used to instantly revive allies who are in Fight For Your Life.	Shooting an enemy produces a cloud of Corrosive acid gas.
Capstone skill	Thoughtlock	Scorn	Ruin
Effect	Phaselock becomes Thoughtlock; this allies the target with Maya so they fight for her.	The melee button throws a slow-moving vortex that damages and Slags targets it crosses paths with.	Phaselock now Slags, electrocutes, and corrodes the target, as well as others nearby.

Zero's Gamechangers and Capstones

SKILL TREE	SNIPING (GREEN)	CUNNING (BLUE)	BLOODSHED (RED)
T3 gamechanger	BOre	Death Mark	Execute
Effect	Bullets pierce targets, causing bonus damage if they strike another enemy; visor highlights critical enemy areas.	Melee hit marks victim, causing them to take 20% more damage from all sources for eight seconds.	During Deception, press melee button to perform a special dashing melee attack.
Capstone skill	Critical AscentiOn	Death BlOssOm	Many Must Fall
Effect	Critical Hits with sniper rifles grant a stacking bonus to sniper rifle damage.	While Deception is active, press the Action Skill button to toss up to five groups of kunai.	Melee kills during Deception cause Deception to redeploy.

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CHALLENGES & BADASS TOKENS

Missions aren't the only in-game goals to accomplish, and Achievements and Trophies aren't the only system-wide accolades. There are dozens and dozens of smaller goals related to all sorts of things—exploration, killing particular targets, using particular guns, inflicting different types of damage, and even just exploring environmental curiosities. Completing Challenges increases your Badass Rank, which is a *profile-wide* measurement of your *Borderlands 2* badassery across all your playthroughs and characters. Increasing Badass Rank grants Badass Tokens, which you can redeem for permanent stat bonuses to 13 different categories! Again, the effects are profile-wide, applying automatically to every character. Keep that in mind when assigning Badass Tokens, which cannot be unspent or taken back—what's good for the goose won't *hurt* the gander… but it might not help, either.

Discovering Cult of the Vault symbol hidden in Claptrap's Place is the first Challenge you can complete.

There is no limit—repeat, no limit—on the level of Badass Rank you can attain. Thus, there's no limit on the amount of Badass Tokens you can accrue, either. No, really. The catch is two-fold: first, the stat increases granted each time you dump another Badass Token into a particular category diminish as you assign more and more Tokens to the same thing, and second, the Challenges become harder to complete as you ascend into the higher tiers for each one.

So, if Badass Rank and Tokens are potentially infinite, how do you keep earning them if you've actually *cleared* every Challenge?

- Challenges are character-specific.
- Badass Rank and Tokens and the bonuses they confer are profile-wide.
- Even if you cap Challenges for one character, Badass Rank can still be accrued on other characters.

So every character you make on the same profile contributes to the whole. Of course, your Badass Rank will stay the same between characters, so clearing dozens of easy Challenges all over again will contribute to Badass Rank. But don't expect a ton of new Tokens very quickly just because you're squaring away easy Challenges over and over. More and more Challenges are required each time to raise Badass Rank to higher and higher heights, but the bonuses you can accrue are potentially endless!

Each time you spend a Badass Token, only five out of 14 specific stat categories are available for boosting. With a particular Token, you can't opt not to spend it just because none of the five available stat categories interests you—you'll have to pick one, as the categories won't re-roll just because you decide not to spend a Token to buff one right then. This forces you to diversify your Badass Token bonuses to some degree, as you won't be able to only stack Tokens into one or two preferred categories. The smallest number you can really focus on, at least for a while, is about eight or nine of the categories. However, if you slowly work at favoring one over all others for a long, long while, eventually it starts to show up more often in the random list of five, enabling you to focus a lot more. But you won't achieve that level of Token exclusivity for a long time.

> *Respec yo' brain meats. It's the good.*
>
> *– GREG SILVA, QA MINION*

Badass Stat Categories

These 14 categories can be boosted with Badass Tokens. Remember, these bonuses apply to all of your characters.

Defenses

Max health: Increases your maximum health by a percentage.

Max shield capacity: Increases your maximum shield capacity.

Shield recharge rate: Increases the rate at which your shield recharges energy.

Shield recharge delay: Decreases the period of time you have to wait after taking shield damage before the shield begins recharging.

Guns

Gun Damage: A percentage increase to all gun damage.

Fire rate: A fire rate increase for all weapons.

Accuracy: An increase in accuracy for all weapons.

Recoil: A reduction in recoil, the weapon's jog after firing, for all weapons.

Reload speed: An increase in reload speed for all weapons.

Critical Damage: An increase in the amount of damage dealt by Critical Hits with guns.

Melee

Melee Damage: An increase in damage for all melee attacks.

Grenades

Grenade Damage: An increase in damage for all grenades.

Elemental

Elemental effect chance: An increase in the likelihood of status effects sticking for weapons with elemental rounds.

Elemental effect damage: An increase in the damage that status effects deal over time when they stick successfully.

Badass Rank Required for Badass Tokens, up to 500 Tokens

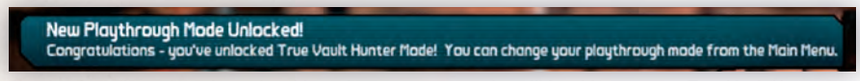
BADASS RANK	BADASS TOKENS EARNED
1.00	1
3.48	2
7.22	3
12.13	4
18.12	5
25.16	6
33.20	7
42.22	8
52.20	9
63.10	10
74.90	11
87.60	12
101.18	13
115.62	14
130.91	15
147.03	16
163.99	17
181.76	18
200.33	19
219.71	20
239.88	21
260.83	22
282.56	23
305.06	24
328.32	25
352.33	26
377.10	27
402.61	28
428.86	29
455.85	30
483.56	31
512.00	32
541.16	33
571.03	34
601.62	35
632.91	36
664.91	37
697.61	38
731.00	39
765.08	40
799.85	41
835.31	42
871.45	43
908.27	44
945.76	45
983.93	46
1,022.77	47
1,062.27	48
1,102.43	49
1,143.26	50
2,371.98	75
3,981.07	100
5,948.92	125
8,259.70	150
10,901.05	175
13,862.90	200
17,136.75	225
20,715.34	250
24,592.28	275
28,761.95	300
33,219.27	325
37,959.67	350
42,979.00	375
48,273.41	400
53,839.38	425
59,673.64	450
65,773.13	475
72,135.00	500

Rate of Diminishing Badass Token Returns

BADASS TOKENS INVESTED INTO THE *SAME STAT CATEGORY*	STAT BONUS INCREASE PER BADASS TOKEN	TOTAL STAT BONUS RANGE
1	1%	1%
2	0.70%	1.70%
3	0.60%	2.30%
4-8	0.50%	2.8%-4.8%
9-21	0.40%	5.2%-9.8%
22-81	0.30%	10.2%-27%
82-625	0.20%	27.2%-125%
626+	0.10%	125.1%+

Fun fact: it takes 464 Tokens in the same stat for a total bonus of 100%, doubling your base ability in an area.

TRUE VAULT HUNTER MODE


New Playthrough Mode Unlocked!
Congratulations - you've unlocked True Vault Hunter Mode! You can change your playthrough mode from the Main Menu.

See the story through to the end and beat the game once, and you'll be able to access True Vault Hunter Mode thereafter. This starts the game over but retains your level, skills, and equipment. As with your first playthrough, areas will be scaled to your level the first time you enter them, so right from the start, you'll be fighting bullymongs in Southern Shelf probably somewhere in the range of levels 30 to 35, depending on how much XP you carried over from Normal Mode.

Enemies in True Vault Hunter Mode are usually renamed and often look different than their normal counterparts, and they are always harder—a multiplier enhances both enemy health and enemy damage output, entirely new monsters will threaten you with scarier attacks than those contained in a normal playthrough, and Badass variants are more frequent, sturdier, and nastier than just your regular old Normal Mode Badass. This is not to say that those Badass guys in Normal Mode aren't still very mean; they're just not quite this mean. Still definitely Badass, though. Just not quite as Badass.

Of course, harder enemies and more Badasses to kill equals phatter lewts. You'll get guns so good in True Vault Hunter Mode and be so happy that you won't know what to do with yourself. And the outrageous power and features of high-level guns will be just in time to take on the toughest versions of Pandoran denizens.

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Playthrough 2.5

Beat True Vault Hunter Mode to unlock a mode unofficially titled "Playthrough 2.5." The effect is simple: after you beat the last story mission in True Vault Hunter Mode, every area in the game scales itself to level 50.

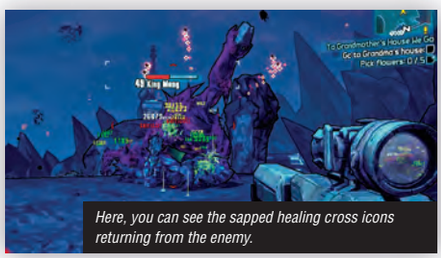
This is a big deal, for both the purpose of having fun all over the place even at the level cap and for improving gear and completing Challenges. You probably won't hit the XP cap of level 50 until about midway through a True Vault Hunter Mode run, or maybe not even until near the end if you skip most optional missions. Once you're at level 50, you'll have maxed out innate power and skill point allocation, so bettering yourself then involves hunting down better weapons and equipment and earning a greater Badass Rank. But hunting in areas with monsters under your level won't prove worthwhile, and the combat won't be very challenging, either. Of course, that doesn't matter when the whole game is scaled to the level cap!

Not Getting Killed in True Vault Hunter Mode

With heartier enemies inflicting heavier damage and taking much longer to kill, you may be wondering: will it be harder for me to stay alive? ("Me" in that question meaning "you," since you are reading this aloud, right?) Yes. Yes, it will. Get caught out in the open against groups of peon enemies, or take a good clean shot from even one TVHM Badass, and you'll be testing the limits of your shield more or less immediately. Another moment in the open, and you're in Fight For Your Life. In other words, you have little margin for error. So, how to stay alive in the wilds of your second playthrough?

Shields. For starters, invest in Shield Recharge Delay and Shield Recharge Rate. If you have a shield that begins recharging at a rapid rate after just a couple seconds, then even when you get your shield busted, all you'll need to find is a few seconds' respite in cover somewhere. Get to sprinting!

Skills. Higher levels mean more skill points for good builds involving impactful gamechanging and capstone skills, the skills that fundamentally alter a character or that finish off their skill trees. At level 31, you'll have earned enough skill points to make it to cap off one tree (you'll spend most of Normal Mode without a capstone, if you even get there before game completion; although TVHM is more difficult intrinsically, in some ways combat gets easier because capstones are so good!). At level 42, you'll have earned enough to cap off one tree and make it to the third tier gamechanging skill in another! A honed build combined with weapons to match and a good gameplan can overcome just about anything. So while the enemies will have upgraded, so too will you.



Here, you can see the sapped healing cross icons returning from the enemy.

Healing. Maya's Harmony tree has abilities that allow her to heal characters just by shooting them—it puts her Phaselock Action Skill to use as a mobile medic, reviving downed friends from afar. (In fact, having Harmony tree skilled up to the Res gamechanger might be a soft bar for admission for Sirens into high-level co-op parties.) Every character has skills that enhance their own survivability, whether through enhancing Shield Recharge Rate and Shield Recharge Delay, expanding health and shield capacity, and reflecting damage, or even lowering the likelihood that receiving killshots will actually result in a downed state, or absorbing health from enemies somehow.

Slag. Slag, Slag, Slag. Slag, new to *Borderlands 2*, doubles the amount of damage the Slag victim receives from non-Slag sources. Like other elements, Slag can be applied by certain weapons, skills, and grenades.

With the health multipliers enemies get in True Vault Hunter Mode, especially the multiplier gained by TVHM Badasses in four player co-op (x8!), Slag is absolutely essential to True Vault Hunter Mode. If you're playing solo, then have a Slag solution— use Slag grenades on groups, or always have a reliable Slag weapon in one of your equipment slots, or inflict Slag with capped-off Action Skills like Maya's Scorn melee or Ruin Phaselock and Axton's Double Up Sabre Turret. It's easy to tell a Slagged foe—a purple sheen covers them. Focus your efforts on Slagged enemies, especially Badasses, and remember that Critical Hits still count and stack with the Slag double damage bonus!

Teamwork doesn't just mean defense and triage. Having one teammate focused on applying Slag to everything with a pulse is a big weight off the mind of others in the group; having someone ready with an Electric grenade or firearm for the shielded enemies will be, too. In areas with rakks, Sky Hunters, Repair Drones, and Surveyors, one friend might hang behind the rest and focus on keeping the skies clear and sniping from afar.

Crowd control is even more valuable. Action Skills do most of this work; Axton's Sabre Turret harasses and distracts enemies every time he deploys it. If Salvador builds up the Brawn tree, the Come At Me Bro capstone allows him to become a tank for the entire party at will, the belle of the ball and the center of the collective attention of the assembled enemy with the beckoning of both his middle fingers. Maya's Phaselock always takes at least one enemy out of commission by definition, and it can be made to distract much more than that—Converge pulls many targets into the main Phaselock victim, and Thoughtlock causes the assembled foes to fight amongst themselves. (Any character can create a Converge effect by using Singularity grenades, too!) And Zero's Deception decoy attracts the attention of many, as Zero himself zips around the battlefield cloaked and unseen. Any enemy who is distracted, stunned, locked up, tied down, or otherwise incapacitated is an enemy who is not shooting at you or your co-op partners, so managing the enemy's attention is key to staying alive, and it is one of the beautiful ways the different classes fit together.

Conflating advantages. A target afflicted with Slag takes double damage, and Critical Hits from the right weapons, like a sniper rifle, can score four times normal damage or more. Using the right element for the job stacks right on top of those, too—Fire on flesh, Corrosive on armor, Electricity on shields, Explosive on crystals and Nomads with old-fashioned shields—and that's before counting the bonuses to any or all of the above you'll receive from skills, class mods, Relics, and bonuses from the class mods and Relics of teammates in co-op games.

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HYPERION'S MOST WANTED

So, five years ago, four foolish but powerful mercenaries came to Pandora to find her fabled Vault and claim all the riches inside. Roland the Solider, Lilith the Siren, Mordecai the Hunter, and Brick the... Brick became the first "Vault Hunters" when they opened the Vault and found... heh... the largest and angriest known cephalopod. While missing all the incredibly valuable Eridium! Ha. Anyway, the poor dopes shrugged their shoulders and went their separate ways. Or they would've, if that Roland dick didn't band them together against yours truly.

But we have other problems. Since we dug up that info on the new Vault, someone here leaked it to the common rabble. Now we've got all these new Vault Hunters lurking around, and I am not going to let them take this Vault from me! While most of these mercs are easy enough to dispose of with a bullet to the brain pan, four rise above the flotsam. Between their, well, impressive combat skill and irritating survivability, they may even surpass the original Vault Hunters. Which is the last thing I need right now. So, I want you to go out there and take care of them. And remember, if you can't kill them and don't at least die trying, I'll kill you myself. Happy hunting!

- Handsome Jack

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Your first skill point is earned at level 5, and another point follows for every level thereafter, so that you'll have earned 46 points by level 50. The first point is spent unlocking the Action Skill for your character, so only 45 points are freely spendable among skill tree choices. More on gaining and spending skill points to work your way up the skill trees is found in Claptrap's Guide to Minioning; this section is focused on the characters and skills, specifically.

The Action Skill is the *raison d'être* of each character, and it's the starkest and most obvious differentiation between their abilities on the battlefield. You won't be sparing your Action Skill and holding it in reserve, either, but rather you'll be using your Action Skill almost every time cooldown is over and it's ready to go again. Thus, considerations of aesthetics aside, much (or even most) of the decision about which character to play comes down to answering the question: which Action Skill do I want to use? The next question involves how to use it, as each Action Skill can be used for different purposes entirely depending on how skills are arranged.

> ***Like the first* Borderlands*, I enjoy playing every character. It's almost like an entirely different game with each character. With* Borderlands 2*, the skill trees provide greater variety within each character. You can really adapt them to your particular play style. I recommend trying a character you wouldn't normally play; you might be surprised how fun and different each feels.***
>
> **– JOHN ANDERSON, LEVEL DESIGNER**

Skills themselves are the building blocks that differentiate the performance of, say, your Axton, Maya, Salvador, and Zero from the Axtons, Mayas, Salvadors, and Zeros you'll find amongst your meatworld friends offline and your cyberspace friends online. (Appearances are differentiated by heads and skins, which are earned in various ways detailed toward the end of Claptrap's Guide to Minioning, and by your equipment, which is detailed in Marcus Munitions Monthly.)

The more skill points you earn, the more pointed your build can become. Early on, when you're only sitting on single digit skill points and probably won't have more than two or three skills, with none of them capped, their boosts won't be obvious. But later on, once you've capped some skills and unlocked some one-point-wonder skills that immediately confer a game-changing benefit for only one skill point, you'll see how both flexible and pointed a build can become.

The introduction of one-point-wonder skills especially means that even the same character can feel like three or more characters in one, depending on how your skills and gear are specced that moment. Don't hesitate to use Quick Change stations to zero out your spent skill points and respec at a whim—the cost is negligible compared to the convenience and utility of swapping entire builds easily. And if you pick a build well-suited for a given situation so that you're saved even one likely New-U station visit, then that respec paid for itself in full.

> ***Players will notice a significant difference in difficulty between Normal Mode and True Vault Hunter Mode. Skills that trigger off of damage taken, shooting opponents (not necessarily killing them), and reloading become more consistently beneficial during True Vault Hunter Mode.***
>
> **– PAUL BURT, QA TESTER**

AXTON
AS THE COMMANDO

Okay, this Sergeant Axton jerk should've been dead. Official Dahl PMC reports say he was scheduled for summary execution, but he disappeared. Somehow, he managed to escape the firing squad by stealing one of Dahl's transports. Now he's here on Pandora - presumably to lay low, since Dahl isn't exactly forgiving when you make them look like chumps. Though "laying low" is relative, since Axton's a bit of a showboat—he just loves combat and adores letting his enemies know how much better he is than them. You know, if he wasn't being such a pain in my ass, I might actually like this guy.

ACTION SKILL:
SABRE TURRET

Axton's Action Skill deploys his Dahl Sabre-class auto-turret. While deployed the Sabre Turret automatically fires at nearby enemies for its duration. It can be attacked and even destroyed by foes—in fact, one of the nicest benefits of the Sabre Turret is the attention it diverts away from Axton and other Vault Hunters. The turret's base cooldown after it deactivates is 42 seconds, though you can reduce this a few ways: by reclaiming the turret before it disappears, which reduces your cooldown interval; by investing in skills that reduce turret cooldown; and by equipping Relics and class mods that reduce Action Skill cooldown. In co-op games, your friends may also be wearing items that reduce cooldown for the Action Skills of the entire team.

Dahl's Sabre Turret line is much more customizable and aggressively focused than the Atlas Scorpio Turret used by Roland during the events of the first *Borderlands*. Ultimately, the Scorpio was about defense and replenishment, and Roland himself was more of a medic than a gunner, but the Sabre is about pushing forward, and Axton is a straightforward damage-dealing character. Axton's skill trees offer several different ways to alter the Sabre turret so that it's more powerful in its armaments and more flexible in its deployment.

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INTEL REPORT

CLASS: COMMANDO

TRAITS: DETERMINED, DEADLY, DICKISH

ACTION SKILL: SABRE TURRET

"The turret is awesome! With so many options to upgrade and modify it with the three available skill trees, the turret becomes your best friend. It also turns into the worst nightmare for everything else on the planet of Pandora!"

– AWAIS AHMED, LEVEL DESIGNER

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COMMANDO SKILL TREES

GUERRILLA

Axton's green skill tree is mostly based around strengthening his Action Skill, the Dahl Sabre Turret. Axton's Action Skill involves a deployable, and there are lots of ways to tailor it to your preference or to a specific situation. Buffing your Sabre Turret almost always involves going at least halfway up the Guerrilla tree so you can obtain the Sentry, Laser Sight, and Scorched Earth skills. This results in a Sabre Turret that fires more ammo, and more accurately, with rocket salvos to boot. After that, if you're just going for the best possible Sabre Turret, you can continue to the Guerrilla capstone skill for a Slag-capable turret, or trudge up the Survival tree so you can deploy two Sabre Turrets at once, each with Phalanx Shields!

Apart from enhancing the Sabre Turret, there are also a few general performance boosts for Axton. Most noteworthy are the Willing skill, which grants *gigantic* boosts to shield recharge performance, and Onslaught, perhaps the most appealing kill skill in the game. (When capped, +30% gun damage and +60% movement speed after a kill? Potentially more than doubled through the right Relic? Sure, that sounds all right.)

Gamechanger: Scorched Earth

Scorched Earth affixes a rocket pod to the Sabre Turret, and every flurry thereafter from that turret gets accompanied by a rocket barrage. This *greatly* adds to the punch of the Sabre Turret, as you might imagine. The rockets deal Explosive damage, so they'll pack a little more punch than the Sabre Turret bullets, and they'll outright gib small, chump targets. It's honestly hard to imagine an Axton build that *doesn't* include Scorched Earth.

Capstone: Double Up

The capper for the Guerrilla tree adds another barrel to Axton's Dahl Sabre Turret. That's not all it does, though—it also equips *both* barrels with Slag rounds. So now, you'll have a double-barreled turret with lots of performance bonuses from skills, which happens to Slag enemies, *thus dealing doubled Explosive damage to them with the Scorched Earth rockets it is also firing.* (You picked up Scorched Earth along the way, right? Of course you did.) It might not have as cool a name as "Gemini," but is this a very serious upgrade for your turret and probably pound-for-pound Axton's best skill point spent after the turret itself? You bet it is.

TIER 1

SENTRY

Increases the number of shots your Sabre Turret fires in each burst. Also increases your Sabre Turret's Duration.

LEVEL 1	Shots fired per burst: +1, Turret Duration: +2 seconds
LEVEL 2	Shots fired per burst: +2, Turret Duration: +4 seconds
LEVEL 3	Shots fired per burst: +3, Turret Duration: +6 seconds
LEVEL 4	Shots fired per burst: +4, Turret Duration: +8 seconds
LEVEL 5	Shots fired per burst: +5, Turret Duration: +10 seconds

READY

Increases your Reload Speed.

LEVEL 1	Reload Speed: +8%
LEVEL 2	Reload Speed: +16%
LEVEL 3	Reload Speed: +24%
LEVEL 4	Reload Speed: +32%
LEVEL 5	Reload Speed: +40%

TIER 2

LASER SIGHT

Increases the Accuracy of your Sabre Turret.

LEVEL 1	Turret Accuracy: +10%
LEVEL 2	Turret Accuracy: +20%
LEVEL 3	Turret Accuracy: +30%
LEVEL 4	Turret Accuracy: +40%
LEVEL 5	Turret Accuracy: +50%

WILLING

Improves your Shield Recharge Rate and Shield Recharge Delay.

LEVEL 1	Shield Recharge Rate: +15%, Shield Recharge Delay: -12%
LEVEL 2	Shield Recharge Rate: +30%, Shield Recharge Delay: -24%
LEVEL 3	Shield Recharge Rate: +45%, Shield Recharge Delay: -36%
LEVEL 4	Shield Recharge Rate: +60%, Shield Recharge Delay: -48%
LEVEL 5	Shield Recharge Rate: +75%, Shield Recharge Delay: -60%

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TIER 3

ONSLAUGHT

Kill skill. Killing an enemy increases your Gun Damage and Movement Speed for a short time.

LEVEL 1	Gun Damage: +6%, Movement Speed: +12%
LEVEL 2	Gun Damage: +12%, Movement Speed: +24%
LEVEL 3	Gun Damage: +18%, Movement Speed: +36%
LEVEL 4	Gun Damage: +24%, Movement Speed: +48%
LEVEL 5	Gun Damage: +30%, Movement Speed: +60%

SCORCHED EARTH

Adds Multi-Rocket Pods to your Sabre Turret.

LEVEL 1	22 rockets per volley

ABLE

Damaging an enemy causes you to regenerate health for a few seconds. This effect does not stack multiple times.

LEVEL 1	Regenerates 0.4% of your Maximum Health per second. Duration: 3 seconds
LEVEL 2	Regenerates 0.8% of your Maximum Health per second. Duration: 3 seconds
LEVEL 3	Regenerates 1.2% of your Maximum Health per second. Duration: 3 seconds
LEVEL 4	Regenerates 1.6% of your Maximum Health per second. Duration: 3 seconds
LEVEL 5	Regenerates 2.0% of your Maximum Health per second. Duration: 3 seconds

TIER 4

GRENADIER

Increases the maximum number of grenades you can carry.

LEVEL 1	Grenade Capacity: +1
LEVEL 2	Grenade Capacity: +2
LEVEL 3	Grenade Capacity: +3
LEVEL 4	Grenade Capacity: +4
LEVEL 5	Grenade Capacity: +5

TIER 5

CRISIS MANAGEMENT

You gain bonus Gun Damage and Melee Damage when your shields are depleted.

LEVEL 1	Gun Damage: +7%, Melee Damage: +6%
LEVEL 2	Gun Damage: +14%, Melee Damage: +12%
LEVEL 3	Gun Damage: +21%, Melee Damage: +18%
LEVEL 4	Gun Damage: +28%, Melee Damage: +24%
LEVEL 5	Gun Damage: +35%, Melee Damage: +30%

TIER 6

DOUBLE UP

Adds a second gun to your Sabre Turret and changes both guns to fire Slag bullets. Slagged enemies take bonus damage from all non-Slag attacks.

LEVEL 1	+100% more turret guns

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COMMANDO SKILL TREES

GUNPOWDER

Building up Axton's blue Gunpowder tree lets you enhance combat in general, while also making Sabre Turret deployment more flexible. Eventually, the Sabre Turret can basically become a Longbow nuke that *happens* to also drop a turret! Picking the Steady skill and the tier four gamechanger Do Or Die also lets Axton users focus on rocket launcher and grenade damage, if desired. (The Grenadier skill in the Guerrilla tree can enhance this end, as well.)

If you're interested in kill skills, Metal Storm pairs magnificently with other Axton kill skills like Onslaught. The Ranger skill, the last you'll have access to before the capstone, is like a free swatch of Badass Tokens—you get subtle bonuses to a lot of things, rather than focused bonuses on two or three categories.

And note that the Battlefront skill, located in the third tier of the Gunpowder tree, grants combat buffs to all damage types for *Axton* while his turret is deployed. In combat, the turret is more likely to be deployed than not, so this is no small benefit.

Gamechanger: Longbow Turret

This one-point-wonder skill does what it sounds like—it outfits the Sabre Turret with a Longbow delivery system. So it's essentially going to end up where the aiming reticle is pointing, as it immediately warps in a straight line after you toss it. Longbow pairs nicely with Gunpowder's capstone, Nuke, to allow you to target preposterous explosions with laser precision, but it really comes into its own when you pair it with Mag-Lock, which is found in the Survival tree—between the deployment range of Longbow and the sticky feature of Mag-Lock, you can suddenly deploy your turret *anywhere*. It's like having another soldier on the field, anywhere on the field.

Gamechanger: Do or Die

It goes without saying that grenades can be stupendously powerful. With Do or Die, you can use grenades during Fight For Your Life, which can be quite sustaining in chaotic battles. Throwing a grenade or even two or three is quick and non-committal, taking up minimal time before you can start shooting at the weakest nearby target you can find. Grenades with Singularity or Homing capability do a lot of work for you. Set off a Singularity right near your dying body, then get a shotgun or rocket launcher ready to set off into the tangle of converging bodies you've generated! The marginal cost of chucking your grenade reserves when you fall in order to help get back up is miniscule compared to the cost of resurrecting at the nearest New-U station.

Capstone: Nuke

The Sabre Turret, when it deploys, will cause a nuclear blast. Seriously. It goes without saying that this is damaging to creatures near the blast, because probably the only thing that could be next to a nuclear explosion without being terribly damaged is another nuclear explosion. There's a good reason why Longbow Turret is another skill in this same tree—it can be problematic deploying a Sabre Turret simply by underhand-tossing it when it is going to *create a nuclear blast*. So be careful, and aim those tosses with some loft—or pick Longbow.

Of Axton's capstone skills, all of which dramatically alter the Sabre Turret in some way, this is the most direct. You can suddenly just think of the Sabre Turret as a really, *really* powerful Bouncing Betty grenade that you get to throw about once a minute: it explodes ferociously, and then a bullet-spamming kill pillar emerges from the mushroom cloud. You don't get a Slagging second barrel or a second turret entirely to deploy as with Double Up or Gemini, but you *do* get to nuke things.

TIER 1

IMPACT

Increases Gun Damage and Melee Damage.

LEVEL 1	Gun Damage: +4%, Melee Damage: +3%
LEVEL 2	Gun Damage: +8%, Melee Damage: +6%
LEVEL 3	Gun Damage: +12%, Melee Damage: +9%
LEVEL 4	Gun Damage: +16%, Melee Damage: +12%
LEVEL 5	Gun Damage: +20%, Melee Damage: +15%

EXPERTISE

Increases your Weapon Swap Speed and Aim Speed. Also, your Movement Speed is increased while aiming.

LEVEL 1	Weapon Swap Speed: +14%, Aim Speed: +14%, Movement Speed: +7%
LEVEL 2	Weapon Swap Speed: +28%, Aim Speed: +28%, Movement Speed: +14%
LEVEL 3	Weapon Swap Speed: +42%, Aim Speed: +42%, Movement Speed: +21%
LEVEL 4	Weapon Swap Speed: +56%, Aim Speed: +56%, Movement Speed: +28%
LEVEL 5	Weapon Swap Speed: +70%, Aim Speed: +70%, Movement Speed: +35%

TIER 2

OVERLOAD

Increases Magazine Size with assault rifles.

LEVEL 1	Magazine Size: +10%
LEVEL 2	Magazine Size: +20%
LEVEL 3	Magazine Size: +30%
LEVEL 4	Magazine Size: +40%
LEVEL 5	Magazine Size: +50%

METAL STORM

Kill skill. Killing an enemy dramatically increases your Fire Rate and reduces Recoil for a short period of time.

LEVEL 1	Fire Rate: +12%, Recoil Reduction: +15%
LEVEL 2	Fire Rate: +24%, Recoil Reduction: +30%
LEVEL 3	Fire Rate: +36%, Recoil Reduction: +45%
LEVEL 4	Fire Rate: +48%, Recoil Reduction: +60%
LEVEL 5	Fire Rate: +60%, Recoil Reduction: +75%

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TIER 3

STEADY

Reduces Recoil with all weapon types and increases Grenade Damage and Rocket Launcher Damage.

LEVEL 1	Recoil Reduction: +8%, Grenade Damage: +5%, Rocket Launcher Damage: +4%
LEVEL 2	Recoil Reduction: +16%, Grenade Damage: +10%, Rocket Launcher Damage: +8%
LEVEL 3	Recoil Reduction: +24%, Grenade Damage: +15%, Rocket Launcher Damage: +12%
LEVEL 4	Recoil Reduction: +32%, Grenade Damage: +20%, Rocket Launcher Damage: +16%
LEVEL 5	Recoil Reduction: +40%, Grenade Damage: +25%, Rocket Launcher Damage: +20%

LONGBOW TURRET

Your Sabre Turret can be deployed using Longbow technology, allowing you to deploy it much farther away. Also, increases the health of your Sabre Turret.

LEVEL 1	Turret Deploy Range: +10,000%, Turret Health: +110%

BATTLEFRONT

While your Sabre Turret is deployed, you deal increased Damage.

LEVEL 1	Gun Damage: +6%, Melee Damage: +6%, Grenade Damage: +6%
LEVEL 2	Gun Damage: +12%, Melee Damage: +12%, Grenade Damage: +12%
LEVEL 3	Gun Damage: +18%, Melee Damage: +18%, Grenade Damage: +18%
LEVEL 4	Gun Damage: +24%, Melee Damage: +24%, Grenade Damage: +24%
LEVEL 5	Gun Damage: +30%, Melee Damage: +30%, Grenade Damage: +30%

TIER 4

DUTY CALLS

Increases the Damage and Fire Rate of non-elemental guns.

LEVEL 1	Gun Damage: +5%, Fire Rate: +3%
LEVEL 2	Gun Damage: +10%, Fire Rate: +6%
LEVEL 3	Gun Damage: +15%, Fire Rate: +9%
LEVEL 4	Gun Damage: +20%, Fire Rate: +12%
LEVEL 5	Gun Damage: +25%, Fire Rate: +15%

DO OR DIE

Allows you to throw grenades while in Fight For Your Life. Also, increases your Grenade Damage and Rocket Launcher Damage.

LEVEL 1	Grenade Damage: +10%, Rocket Launcher Damage: +10%

TIER 5

RANGER

Makes you better at just about everything.

LEVEL 1	Gun Damage: +1%, Accuracy: +1%, Critical Hit Damage: +1%, Fire Rate: +1%, Magazine Size: +1%, Reload Speed: +1%, Maximum Health: +1%
LEVEL 2	Gun Damage: +2%, Accuracy: +2%, Critical Hit Damage: +2%, Fire Rate: +2%, Magazine Size: +2%, Reload Speed: +2%, Maximum Health: +2%
LEVEL 3	Gun Damage: +3%, Accuracy: +3%, Critical Hit Damage: +3%, Fire Rate: +3%, Magazine Size: +3%, Reload Speed: +3%, Maximum Health: +3%
LEVEL 4	Gun Damage: +4%, Accuracy: +4%, Critical Hit Damage: +4%, Fire Rate: +4%, Magazine Size: +4%, Reload Speed: +4%, Maximum Health: +4%
LEVEL 5	Gun Damage: +5%, Accuracy: +5%, Critical Hit Damage: +5%, Fire Rate: +5%, Magazine Size: +5%, Reload Speed: +5%, Maximum Health: +5%

TIER 6

NUKE

Deploying your Sabre Turret sets off a small nuclear blast.

LEVEL 1	"Impotent and Obsolete? Hardly."

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COMMANDO SKILL TREES

SURVIVAL

The rightmost red skill tree of Axton's does pretty much what the title says—it increases Axton's survivability. There are various skills here that help Axton stay alive, and this is also the tree that allows you to add Phalanx Shields, bubbles that enemy projectiles cannot penetrate, to the Sabre Turret. The Guerrilla skill tree has the skills of both Willing and Able, which dovetail nicely with the purpose of the Survival tree. Last Ditch Effort grants big bonuses to Axton during Fight For Your Life, *especially* to movement speed, which is normally quite sluggish while bleeding out. (Though it's still an improvement over the first *Borderlands*, where you couldn't crawl at all!) And Grit grants a chance for Axton to not only ignore a killing blow entirely, but also gain back half his health while doing so! Talk about a saving throw.

Gamechanger: Phalanx Shield

Upon deployment, the Sabre Turret will surround itself with an energetic bubble shield that repels incoming enemy fire. Friendlies can fire outward from within the bubble, though. Axton's Sabre Turret is superior to Roland's old Atlas Scorpio in most ways, but one thing Roland's Scorpio had that the Sabre lacks was a small shield that provided cover for nearby Vault Hunters. The stock Sabre Turret offers no such benefit. The Phalanx Shield bestows that functionality for those who'd prefer to bunker down with their turret. And it should be obvious that if you rush to revive a downed ally and the Sabre Turret is ready to go, you should deploy it such that the bubble protects you and the partner you're reviving as you raise them up.

Gamechanger: Mag-Lock

As Longbow Turret places Longbow tech into the Sabre Turret, so too does Mag-Lock outfit it with Sticky tech. Without Mag-Lock, the Sabre Turret will bounce off of surfaces that are vertical or too sharply sloped, falling to flat ground to deploy. With Mag-Lock, the Sabre Turret can deploy itself in almost any position, on almost any surface. This is obviously more useful *with* Longbow than without; Longbow Turret plus Mag-Lock simply gives you much more flexibility with Sabre Turret deployment, whereas if you only have Mag-Lock, then you'll still be able to affix the turret to walls and ceilings and whatnot, but only so far away as you can manually toss it.

Capstone: Gemini

It's like having *two* other soldiers on the field. After you deploy the Sabre Turret, you can deploy another one. The turrets will both represent your skills—if you have Scorched Earth, then both turrets will have rocket pods. (!!) If you have Phalanx Shield, then both turrets will have bubble shields. And if you have Mag-Lock and Longbow Turret, then both turrets are remote-deploying sentries that can stick almost anywhere. Compared against the Guerrilla capstone of Double Up, with Gemini, you end up with the same amount of barrels, and while they're sadly not Slag-equipped, you can deploy them in different places. And if you have Scorched Earth, then both of the turrets will have rockets, so that's one advantage over Double Up. It also gives enemies two extra targets to worry about rather than just one.

TIER 1

HEALTHY

Increases your Maximum Health.

LEVEL 1	Maximum Health: +6%
LEVEL 2	Maximum Health: +12%
LEVEL 3	Maximum Health: +18%
LEVEL 4	Maximum Health: +24%
LEVEL 5	Maximum Health: +30%

PREPARATION

Increases your Shield Capacity. Also, when your shield is full, you regenerate health.

LEVEL 1	Shield Capacity: +3%, Regenerate 0.4% of your health per second when your shields are full
LEVEL 2	Shield Capacity: +6%, Regenerate 0.8% of your health per second when your shields are full
LEVEL 3	Shield Capacity: +9%, Regenerate 1.2% of your health per second when your shields are full
LEVEL 4	Shield Capacity: +12%, Regenerate 1.6% of your health per second when your shields are full
LEVEL 5	Shield Capacity: +15%, Regenerate 2.0% of your health per second when your shields are full

TIER 2

LAST DITCH EFFORT

Increases your Gun Damage and Movement Speed while in Fight For Your Life.

LEVEL 1	Damage: +8%, Movement Speed: +14%
LEVEL 2	Damage: +16%, Movement Speed: +28%
LEVEL 3	Damage: +24%, Movement Speed: +42%
LEVEL 4	Damage: +32%, Movement Speed: +56%
LEVEL 5	Damage: +40%, Movement Speed: +70%

PRESSURE

Improves your Reload Speed and Shield Recharge Delay based on how much health you have. The lower your health, the higher the bonuses.

LEVEL 1	Up to +14% Reload Speed, Up to -12% Recharge Delay
LEVEL 2	Up to +28% Reload Speed, Up to -24% Recharge Delay
LEVEL 3	Up to +42% Reload Speed, Up to -36% Recharge Delay
LEVEL 4	Up to +56% Reload Speed, Up to -48% Recharge Delay
LEVEL 5	Up to +70% Reload Speed, Up to -60% Recharge Delay

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TIER 3

FORBEARANCE

Reduces the duration of status effects on you (Burned, Corroded, Electrocuted, and Slagged). Also, increases Maximum Health.

LEVEL 1	Status Effect Duration: -8%, Maximum Health: +1%
LEVEL 2	Status Effect Duration: -16%, Maximum Health: +2%
LEVEL 3	Status Effect Duration: -24%, Maximum Health: +3%
LEVEL 4	Status Effect Duration: -32%, Maximum Health: +4%
LEVEL 5	Status Effect Duration: -40%, Maximum Health: +5%

PHALANX SHIELD

Your Sabre Turret projects a protective shield, which attempts to block enemy ranged attacks but lets friendly ranged attacks pass through. Enemy movement and melee attacks are not affected.

LEVEL 1	Turret Shields: +1

QUICK CHARGE

Kill skill. Killing an enemy causes your shields to quickly regenerate for a short time..

LEVEL 1	Regenerate 1% of your shield
LEVEL 2	Regenerate 2% of your shield
LEVEL 3	Regenerate 3% of your shield
LEVEL 4	Regenerate 4% of your shield
LEVEL 5	Regenerate 5% of your shield

TIER 4

RESOURCEFUL

Increases your Cooldown Rate on your Sabre Turret Action Skill.

LEVEL 1	Action Skill Cooldown Rate: +5%
LEVEL 2	Action Skill Cooldown Rate: +10%
LEVEL 3	Action Skill Cooldown Rate: +15%
LEVEL 4	Action Skill Cooldown Rate: +20%
LEVEL 5	Action Skill Cooldown Rate: +25%

MAG-LOCK

Your Sabre Turret can be deployed on walls and ceilings.

LEVEL 1	+100% more Sticky

TIER 5

GRIT

You gain a chance to ignore damage that would otherwise kill you. In addition to not taking damage from attack, you will regenerate half your Maximum Health.

LEVEL 1	4% chance of ignoring death
LEVEL 2	8% chance of ignoring death
LEVEL 3	12% chance of ignoring death
LEVEL 4	16% chance of ignoring death
LEVEL 5	20% chance of ignoring death

TIER 6

GEMINI

Allows you to deploy two Sabre Turrets. Once the first Sabre Turret is deployed, press (Action Skill Button) again to deploy the second.

LEVEL 1	"Sometimes one just isn't enough."

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SOLO PLAY

Kill skills are naturally more valuable during solo play, where you'll score just about every kill yourself, and Axton has some of the very best. Snagging all three of his kill skills (Onslaught in Guerrilla tree, Metal Storm in Gunpowder tree, Quick Charge in Survival tree) will activate shield regeneration for a short time and also temporarily boost gun damage, movement speed, fire rate, and recoil reduction. Not bad for something that happens *every single time you or your turret kill something*. Though this applies just as much to co-operative play, you should also constantly think about building toward Battlefront. That's another passive skill that will be active whenever your Sabre Turret is up; again, most of the time.

For self-sustaining health, Preparation in the Survival tree allows you to replenish HP over time during breathers, as long as your shield is full. The Pressure skill in the Survival tree can enhance the already sizable shield benefit conferred by Willing in the Guerrilla tree—between those skills and a solid, low-delay, high-recharge rate shield, you can end up with a shield that starts recharging almost immediately after you take any shield damage at all! Refilling to full can be as easy as getting behind cover for just a couple of seconds… or inside a Phalanx Shield bubble.

If you pick up the Grenadier skill in Guerrilla tree, Axton can carry more grenades than anyone else. This means you can also carry more Transfusion grenades than anyone else; good self-prescribed medicine, and a decent healing solution if you choose to forgo the Survival tree. Getting in a tight spot with your health situation and your shield down may just mean dropping the turret if possible, then pitching some (preferably Homing) Transfusion grenades in the general direction of all the rowdies on your case, then turning tail and scooting off to wait for the HP reaping to come.

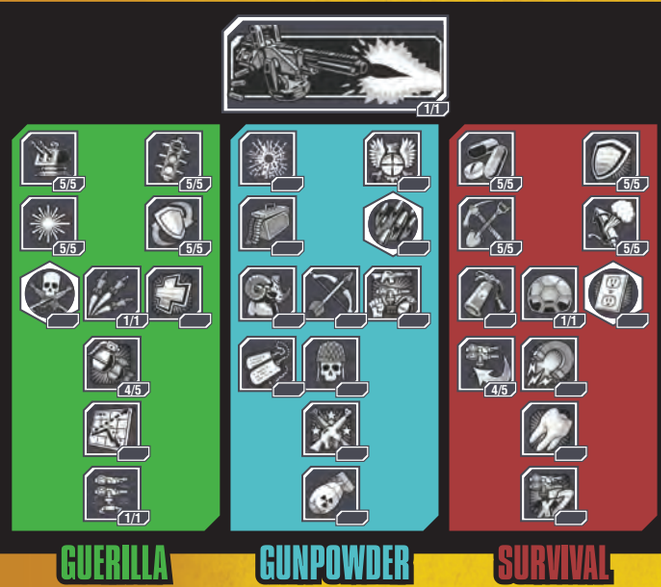
And in general, if you fear you're about to go down, remember to drop the turret if it's ready, even if it's the last thing you do. The turret won't disappear just because you've entered Fight For Your Life, and having it out when there's any quantity of enemies on the field almost assures Second Wind. If you happen to have Phalanx Shield, it may even guard you from fierce damage that quickens the deathclock when you're downed. Then, as you rise from Second Wind, it's natural to stay in the confines of the shield to get a breather. And several skills make Fight For Your Life easier to emerge from successfully, too—Do or Die and Last Ditch Effort boost capabilities while downed, and Grit gives you a chance to *avoid killing blows* entirely, actually gaining half health back from the rush of almost dying when it works!

Intelligence from Psycho Testers Quarantined within the Wildlife Exploitation Preserve, Fed Slag and forced to fill out Trouble Tickets in perpetuity for the good of all Pandora.

Josh White's "Slag Turret" Axton

The Commando is great because he works well in single and multiplayer. The turret doesn't de-spawn when you enter a downed state, so it can be thrown down when your health is low to help you get a Second Wind. If you're going with a turret build, two skills that are absolutely essential are Scorched Earth, which gives your turret rocket pods; and Double Up, which adds a second gun to your turret, and more importantly, adds Slag. With those two skills, the turret does a TON of damage and becomes essential to survival late in the game. Since the turret is so essential, I tend to look for class mods and Relics which reduce cooldown on the turret. You can get up to 35% reduction with a Relic, and another 35% with an Engineer class mod. You can also use the Resourceful skill for even more cooldown reduction to keep the turret available as often as possible. You'll want to throw down the turret before you enter a downed state, then upon getting a Second Wind, hide within the Phalanx Shield (another skill, down the Survival tree), let your health recharge, then reclaim the turret to save on cooldown, rinse and repeat.

SKILL TREE



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CO-OPERATIVE PLAY

Any teammate will graciously appreciate the distraction the Sabre Turret provides, so if there's a firefight going on, keep it active as much as possible. You can approach this in one of two ways—one is more cautious, dropping the turret and then babysitting and defending it, concentrating fire on targets the turret picks first (lowering the number of opposing guns pointed your way most quickly), taking out monsters that crowd the turret, and reclaiming it the moment a conflagration calms down to refund yourself some cooldown time. Or, you can drop the turret somewhere it's most likely to benefit your teammates, whether by joining forces with their fire or providing a distraction, then run off and free yourself, snaking around the fringe of the battlefield while most attention is focused on your turret and your comrades. Unlike Roland, Axton can't build toward being a specific medic for others—that's now Maya's domain.

When you have enough levels built up to get Double Up for your Sabre Turret, you might be expected to do so. This is especially true during True Vault Hunter Mode, or if no one else is on some sort of Slag duty (like a Scorn or Ruin build Maya, or a Salvador who is always wielding a Slag weapon in one hand, or another Double Up-using Axton).

If Slag is already taken care of reliably, you may consider swapping to Gemini or Nuke for extra damage or a change of pace. Double turrets, especially with Phalanx Shields, can also be invaluable in certain situations, like boss fights, arena battles, and blistering slaughterhouses like Sawtooth Cauldron—even in a chaotic four-player game, you can set up two separate shielded rally points in different places to keep enemies from grouping up too much against you.

> *If you get those three kill skills going, you become a fast, unstoppable death machine that feels like it was lifted out of* **Quake 3 Arena**.
>
> *– URIAH BELLETTO, QA TESTER*

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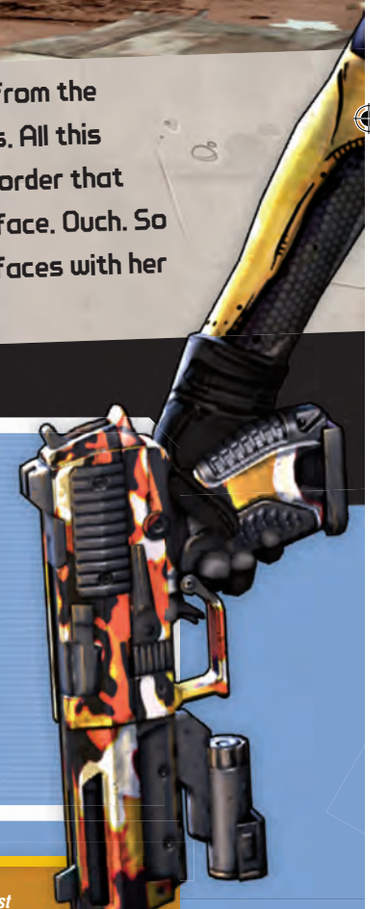
MAYA
AS THE SIREN

A Siren? Really? What is it with Sirens and Vault Hunting? Anyway, this one, Maya, hails from the lush, verdant world of Athenas, where the ignorant locals worshipped her like a goddess. All this adoration came at the price of severe boredom, and she rebelled against the monastic order that sheltered her. This "disagreement" ended when she shot the head monk straight in the face. Ouch. So now Maya's on Pandora looking to understand more about her Siren powers. And melt faces with her mind. And, of course, annoy the crap out of me.

ACTION SKILL:
PHASELOCK

Maya channels her Siren energy into a powerful offensive Action Skill she calls Phaselock. As Sirens' powers manifest, they take form in a single spell specifically tailored to each individual Siren. Lilith had Phasewalk, Maya has Phaselock, and… you get the picture. Phaselock allows Maya to entrap a single foe in a hyper-dense anomaly of space-time, and then proceed to rend them asunder in a variety of ways that would be cruel and unacceptable to normal, decent people. Inside this little bubble of pain, Maya can assault her enemy with crushing force, all sorts of Elemental damage, and even destroy their mind, turning them into her own little slave.



"I put as many points as I can into "buffs X while an enemy is Phaselocked"-type skills, then Phaselock the weakest enemy on the battlefield. While I've got all the Phaselock buffs, I obliterate everyone on the battlefield EXCEPT him."

– ANTHONY BURCH, WRITER

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Maya's brain, or body, or spirit, or whatever it is that generates power for Sirens has a different interpretation of warping the Phase field. Center a foe in the reticle and activate Phaselock, and Maya beckons at them with her hand outstretched palm-up. As she raises her hand up skyward, so too are they hoisted off the ground and suspended, incapable of motion. An enemy suspended by Phaselock is utterly ineffectual—they can't resist, break free, counterattack, or defend themselves. They are in stasis, totally vulnerable to anything you choose to do. You can use Phaselock to remove the toughest enemy from the battlefield so you can focus on underlings without worry of the biggest baddy stomping on you, or you can Phaselock the toughest target so you can pepper away at them without any fear of reprisal until they drop free of Phaselock.

Skills can modify Phaselock in several ways, from adding the Singularity function of grenades with Converge, to lighting on fire the Phaselock target and anyone around him, to several other functions. Phaselock is essentially a customizable instant Longbow Singularity grenade you get to use about four times a minute! It can be tailored to replenish health, to buff Maya for its duration, to control crowds, to deal scalding status effect damage, and finally to control crowds *while* dealing scalding status effect damage. And by adding the Res skill, it also turns Maya into the default white mage for the party, giving her the ability to revive downed friends from far away.

Phaselock has the shortest cooldown of any Action Skill, recharging in only 13 seconds. Of course, you can shrink this lower still through equipment and skills. Phaselock hits diminishing returns if you reapply it to the same target, but this should only become an issue against Super Badasses or better; few other things can last that long, if you're actually trying to kill them. But some targets are too bulky or powerful to lift with Phaselock. You cannot, for example, Phaselock and lift a Hyperion Constructor. Instead, the few hostiles stout enough to avoid being constricted take really heavy damage all at once. And that's it; Phaselock is just over. If you have skills like Helios and Ruin, those area-of-effect explosive splashes still happen, centered around where Phaselock struck. (This means that Phaselock can remain incredibly potent even in situations where it can hardly lift anything, like against very serious thresher swarms.) But there's no suspension period or anything, and cooldown restarts right away.

INTEL REPORT

CLASS: SIREN

TRAITS: HEADSTRONG, REBELLIOUS, MAGIC

ACTION SKILL: PHASELOCK

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SIREN SKILL TREES

MOTION

Motion is a tree that allows you to basically redesign Maya's Phaselock, if you choose. In the first tier, it just offers general combat upgrades; slow to start, but Ward can be a big help keeping Maya alive, and if that's not a concern, then increased bullet damage and speed never hurt, right? (Well, the target is hurt.) Motion also includes two kill skills and another for depleted shields, designed for survivability. The rest of it is given over to extending or altering Phaselock. Converge, like all Maya's one-point-wonder skills, is a completely appealing skill that turns Phaselock into a Singularity grenade also. Virtually the only reason not to have this is if you're insistent upon building to Res and Ruin in co-op play, which also precludes getting Converge. Quicken and Suspension together will increase Phaselock length and shorten its cooldown; being able to have Phaselock active more and more of the time amplifies the bonus you'll get if you also build to the Wreck, Elated, and Chain Reaction skills.

Sub-Sequence sets up a curious possibility: maxed out, this guarantees that if Phaselock has duration left when a monster dies, it will seek out another target. This means you can get more than one Harmony tree Sweet Release reward per Phaselock cast! Let's say the entire team is in bad shape against a varkid swarm. Adults and Badasses are the reasons you're in trouble, but there happen to be a ton of weak Larval Varkids around, too. Phaselock a weak one on purpose, kill it immediately… Phaselock swaps to another weak varkid, which you also kill immediately… and it swaps again, and you get yet another kill… and so on, and before you now it your whole team is rocking full health almost from nowhere! And Thoughtlock speaks for itself. While Thoughtlock still serves the primary purpose of crowd control and mild general damage to an area, it accomplishes these things in a totally different way than conventional Phaselock.

Gamechanger: Converge

Converge makes Phaselock mimic Singularity grenades. When you Phaselock and therefore levitate and incapacitate a given target, any nearby enemy will also be pulled suddenly toward them. This is useful for pure crowd control purposes, and it becomes even more potent if you also select skills from the Cataclysm tree that also give Phaselock strong damage—pulling enemies together into a bunch becomes much more useful when they're splashed in flames and caustic fluid as a result, thanks to Helios, Cloud Kill, and Ruin. Converge also works well with Scorn, if you opt to cap the Harmony tree—Phaselock an adversary central to as many as possible, then immediately throw Scorn's Orb of Slag right down the barrel of them all. The Orb of Slag will slowly drag its churning mass across everyone, damaging and Slagging the lot of them! Maya's Converge skill, in general, is like her Res skill in co-op—once you've used it, it's hard to imagine *not* using it.

Capstone: Thoughtlock

The capstone for the Motion tree fundamentally changes Phaselock into a new Action Skill entirely. Instead of the victim being lifted up and constricted, they have their allegiance flipped to Maya's for the duration of the Action Skill! In effect, any enemy that can be held by Phaselock is a Raging Goliath-on-demand. And if you picked up Converge along the way to unlocking Thoughtlock (of course you did), that *still* works—so when you Thoughtlock a foe, they'll have targets pulled right to them, for instant bedlam! Monsters will be afflicted with Thoughtlock for four seconds longer than they'd be strung up by Phaselock, so you'll have to wait four extra seconds between Thoughtlocks.

Note that you do receive XP for kills scored by your temporary ally, but if the monster you snared with Thoughtlock is killed by an enemy, you'll receive no XP.

TIER 1

WARD

Improves your Shield Capacity and Shield Recharge Delay.

LEVEL 1	Shield Capacity: +5%, Shield Recharge Delay: -8%
LEVEL 2	Shield Capacity: +10%, Shield Recharge Delay: -16%
LEVEL 3	Shield Capacity: +15%, Shield Recharge Delay: -24%
LEVEL 4	Shield Capacity: +20%, Shield Recharge Delay: -32%
LEVEL 5	Shield Capacity: +25%, Shield Recharge Delay: -40%

ACCELERATE

Increases Damage and Bullet Speed with all gun types.

LEVEL 1	Gun Damage: +3%, Bullet Speed: +4%
LEVEL 2	Gun Damage: +6%, Bullet Speed: +8%
LEVEL 3	Gun Damage: +9%, Bullet Speed: +12%
LEVEL 4	Gun Damage: +12%, Bullet Speed: +16%
LEVEL 5	Gun Damage: +15%, Bullet Speed: +20%

TIER 2

SUSPENSION

Increases the duration of Phaselock.

LEVEL 1	Phaselock duration: +0.5 seconds
LEVEL 2	Phaselock duration: +1.0 seconds
LEVEL 3	Phaselock duration: +1.5 seconds
LEVEL 4	Phaselock duration: +2.0 seconds
LEVEL 5	Phaselock duration: +2.5 seconds

KINETIC REFLECTION

Kill skill. After killing an adversary, you gain the ability to deflect enemy bullets, sending them flying toward nearby foes. You take reduced damage from deflected bullets. Kinetic Reflection only works with bullets. This effect lasts for a short time.

LEVEL 1	Deflection Chance: 100%, Dmg. Reduction: 10%, Deflected Bullet Dmg.: 20%
LEVEL 2	Deflection Chance: 100%, Dmg. Reduction: 20%, Deflected Bullet Dmg.: 40%
LEVEL 3	Deflection Chance: 100%, Dmg. Reduction: 30%, Deflected Bullet Dmg.: 60%
LEVEL 4	Deflection Chance: 100%, Dmg. Reduction: 40%, Deflected Bullet Dmg.: 80%
LEVEL 5	Deflection Chance: 100%, Dmg. Reduction: 50%, Deflected Bullet Dmg.: 100%

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TIER 3

FLEET

You Movement Speed increases while your shields are depleted.

LEVEL 1	Movement Speed: +10%
LEVEL 2	Movement Speed: +20%
LEVEL 3	Movement Speed: +30%
LEVEL 4	Movement Speed: +40%
LEVEL 5	Movement Speed: +50%

CONVERGE

Action Skill augmentation. Your Phaselock ability now also pulls nearby enemies toward the original target. This deals a small amount of damage to the affected foes.

LEVEL 1	"Gather thine enemies together that thou mayest blow them to tiny bits."

INERTIA

Kill skill. Killing an enemy causes your shields to quickly regenerate and increases your Reload Speed for a few seconds.

LEVEL 1	Regenerates 0.8% of your shield per second. Reload Speed: +10%
LEVEL 2	Regenerates 1.6% of your shield per second. Reload Speed: +20%
LEVEL 3	Regenerates 2.4% of your shield per second. Reload Speed: +30%
LEVEL 4	Regenerates 3.2% of your shield per second. Reload Speed: +40%
LEVEL 5	Regenerates 4.0% of your shield per second. Reload Speed: +50%

TIER 4

QUICKEN

Increases the Cooldown Rate of your Phaselock ability.

LEVEL 1	Phaselock Cooldown Rate: +6%
LEVEL 2	Phaselock Cooldown Rate: +12%
LEVEL 3	Phaselock Cooldown Rate: +18%
LEVEL 4	Phaselock Cooldown Rate: +24%
LEVEL 5	Phaselock Cooldown Rate: +30%

TIER 5

SUB-SEQUENCE

Action Skill augmentation. When an enemy under the effects of your Phaselock dies, there is a chance for your Phaselock ability to seek out and affect another target.

LEVEL 1	Chance to Phaselock another target: 20%
LEVEL 2	Chance to Phaselock another target: 40%
LEVEL 3	Chance to Phaselock another target: 60%
LEVEL 4	Chance to Phaselock another target: 80%
LEVEL 5	Chance to Phaselock another target: 100%

TIER 6

THOUGHTLOCK

Action Skill alteration. Phaselock causes enemies to turn on their friends instead of being locked down. Additionally, Phaselock's Duration is increased, but so is its Cooldown.

LEVEL 1	+100% more enemy-on-enemy combat. Phaselock Duration: +4 seconds, Phaselock Cooldown: +3 seconds

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SIREN SKILL TREES

HARMONY

In Harmony, we see Maya become a partial spiritual successor to Roland, as the Vault Hunter best able to build to be a real medic for both herself and the others. That doesn't mean Maya can't also kick ass—for raw damage to groups of targets, Maya's Cataclysm tree cannot be beat, and that's something no other character does really well innately. But for teamwork and getting out of binds in co-op, it's hard to argue with having multiple ways to heal friends and being capable of remotely raising them! The impact of remote revives with Res is obvious, but Restoration in particular can also force a rethink of how you play. If a Zero or Salvador on your team is mucking it up right in the grills of some baddies, you can switch to a weapon with lots of splash damage, like a rocket launcher or any Torgue-barreled gun, to completely turn the tables in your teammates' favor —healing them up while blasting their aggressors to bits.

Other skills are primarily tailored to keeping Maya herself filled with all that good red blood, but if you're looking to boost shield ability also, you'll have to look in the Motion tree. The capstone is a bit from left field, but it's a delightful and unique addition to Maya's potential arsenal. To some degree, every character can actually be many characters through skills, but only Maya gets to essentially be three mage characters who are *totally different*!

It's worth noting that thanks to the odd confluence of health-related survival skills here paired with a capstone that alters the melee function, Maya can be made into a kind of flaming glass cannon Zero… the Orb of Slag itself is wide and slow enough to actually make a good melee range tool, which happens to inflict Slag. There are shields to be found that trigger *tremendous* melee bonuses but only when shields are depleted, and here there are several skills strictly devoted to health regen, none to improving shields. There are, of course, bladed weapons that will always improve melee damage and Relics to improve it further still. And then halfway down the Cataclysm tree, you'll find Backdraft, enhancing melee and causing powerful Helios-like fire blasts whenever your shield is depleted! And that's not mentioning that as you're swinging away with whatever buffs you bring along, you'll *still have Phaselock*. Sirens!

Gamechanger: Res

Res allows your Phaselock skill to act as an immediate ranged revive. Sure, any character can revive a downed ally, but they have to actually get over there and hold the button for basically ever in order to do so. Phaselock's range is practically unlimited. If you can see your buddy, you can res them. If you're having trouble aiming a really distant Phaselock res, scope in first with an scope weapon and then Phaselock while aiming.

During solo play, Res is less than useless, and you should respec that valuable skill point somewhere else. Who are you trying to res? Stop doing that to yourself; you'll go blind. But in co-op play, Res is one of the most important skills there is. When your party is falling all over themselves trying to down a group of Badasses, being the Res-equipped Maya in the back will make you the star of the show.

Capstone: Scorn

The first half of the Harmony tree is given over primarily to healing the party; the last half leading up to the capstone is about reflecting damage and healing Maya herself. Your reward for making it to the end of the Harmony tree is something completely different: Maya's melee attack is overridden by a unique attack in which Maya unleashes a slow Orb of Slag in whatever direction you're facing. Along its path, the orb is virtually guaranteed to Slag whatever it touches, while dealing some contact damage—not heavy, but something.

Capping Harmony for the Orb of Slag means you won't be grabbing the Ruin or Thoughtlock capstones, so your Phaselock itself will remain relatively humdrum, and the most synergy you can add is by going to Converge in the Motion tree. Your Phaselock will let you set up groups of targets, the better to Slag several at once with the Orb.

The cooldown time on the Orb of Slag is 18 seconds—during this time, pressing the melee button gets you a regular melee attack. Picking Scorn forces you to be a little more careful with certain tricks, or eliminate them from your repertoire altogether.

TIER 1

MIND'S EYE

Increases Critical Hit Damage and Melee Damage.

LEVEL 1	Critical Hit Damage: +5%, Melee Damage: +6%
LEVEL 2	Critical Hit Damage: +10%, Melee Damage: +12%
LEVEL 3	Critical Hit Damage: +15%, Melee Damage: +18%
LEVEL 4	Critical Hit Damage: +20%, Melee Damage: +24%
LEVEL 5	Critical Hit Damage: +25%, Melee Damage: +30%

SWEET RELEASE

If the enemy you have Phaselocked is killed, it generates Life Orbs that automatically seek out and heal you and your friends. The healing is stronger when you or your friend's health is low.

LEVEL 1	Life Orbs created: 1, Each Life Orb restores up to 15% of your health
LEVEL 2	Life Orbs created: 2, Each Life Orb restores up to 15% of your health
LEVEL 3	Life Orbs created: 3, Each Life Orb restores up to 15% of your health
LEVEL 4	Life Orbs created: 4, Each Life Orb restores up to 15% of your health
LEVEL 5	Life Orbs created: 5, Each Life Orb restores up to 15% of your health

TIER 2

RESTORATION

Shooting other players heals them. Also increases your Maximum Health.

LEVEL 1	Maximum Health: +3%, Converts 6% of your damage into healing
LEVEL 2	Maximum Health: +6%, Converts 12% of your damage into healing
LEVEL 3	Maximum Health: +9%, Converts 18% of your damage into healing
LEVEL 4	Maximum Health: +12%, Converts 24% of your damage into healing
LEVEL 5	Maximum Health: +15%, Converts 30% of your damage into healing

WRECK

While you have an enemy Phaselocked, you gain increased Fire Rate and Damage with all gun types.

LEVEL 1	Fire Rate: +10%, Damage: +6%
LEVEL 2	Fire Rate: +20%, Damage: +12%
LEVEL 3	Fire Rate: +30%, Damage: +18%
LEVEL 4	Fire Rate: +40%, Damage: +24%
LEVEL 5	Fire Rate: +50%, Damage: +30%

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TIER 3

ELATED

While you have an enemy Phaselocked, you and your friends regenerate health.

LEVEL 1	Regenerates 1% of your health per second
LEVEL 2	Regenerates 2% of your health per second
LEVEL 3	Regenerates 3% of your health per second
LEVEL 4	Regenerates 4% of your health per second
LEVEL 5	Regenerates 5% of your health per second

RES

You can instantly revive a friend in Fight For Your Life by using Phaselock on him/her.

LEVEL 1	"Rise from your grave."

RECOMPENSE

When you take Health Damage, there is a chance that your attacker takes damage equal to the amount of health you lost.

LEVEL 1	10% chance to hurt your attacker
LEVEL 2	20% chance to hurt your attacker
LEVEL 3	30% chance to hurt your attacker
LEVEL 4	40% chance to hurt your attacker
LEVEL 5	50% chance to hurt your attacker

TIER 4

SUSTENANCE

You constantly regenerate health. The lower your current health, the more powerful the regeneration.

LEVEL 1	Regenerate up to 0.4% of the health you are missing every second
LEVEL 2	Regenerate up to 0.8% of the health you are missing every second
LEVEL 3	Regenerate up to 1.2% of the health you are missing every second
LEVEL 4	Regenerate up to 1.6% of the health you are missing every second
LEVEL 5	Regenerate up to 2.0% of the health you are missing every second

TIER 5

LIFE TAP

Kill skill. Killing an enemy causes you to steal health from any adversary you damage. This effect lasts for a short while.

LEVEL 1	Life Steal: +1.2%
LEVEL 2	Life Steal: +2.4%
LEVEL 3	Life Steal: +3.6%
LEVEL 4	Life Steal: +4.8%
LEVEL 5	Life Steal: +6.0%

TIER 6

SCORN

Melee override skill. Press (Melee Button) to throw an Orb of Slag that constantly damages enemies near it. This ability has a cooldown. Pressing (Melee Button) when Scorn is on cooldown performs a regular melee attack.

LEVEL 1	Scorn Cooldown: 18 seconds

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SIREN SKILL TREES

CATACLYSM

Most of the enemies in the game will take the most damage if you properly match up either Fire or Corrosive weapons to their weakness. And other Vault Hunters have to mostly rely on Maliwan weapons, or other guns with Elemental tech capacitors in them in order to grab this advantage. Maya's Cataclysm tree, on the other hand, is riddled with skills that make Maya paint Elemental damage all over everything just by being around, basically. You won't even have to think about it—in the normal course of hitting high-value enemies with Phaselock and then just generally shooting everything that moves until the next time Phaselock is ready, you can easily make it so you're splashing both Fire and Corrosion on just about any target, covering all bases and often inflicting *both* effects… And if you cap off the category, you'll be able to put *every* status effect on every target the party encounters without even breaking a sweat—with Ruin, Phaselock becomes your one-stop shop for *all the damage*.

Cataclysm also contains the sneaky-good Reaper skill, which can greatly increase Maya's gun damage against any target with over 50% life remaining. It cannot be overstated how effectively this jives with teammates… you can focus on just whittling down at the first half of any given enemy, hopefully leaving them Slagged, burning, corroding, etc., and then you can move on the next target, satisfied your teammates can finish what you started. This can be especially deadly paired with a melee-happy Zero and his Killing Blow skill, which grants increased melee damage against low-health enemies. You won't want to select any kill skills—you won't be killing anything—but friendly XP is shared anyway, so don't sweat it.

Gamechanger: Cloud Kill

This is basically a skill that generates a caustic cloud around wherever a gunshot hits an enemy. This cloud corrodes the victim of the gunshot, along with anyone nearby. Enemies are mostly good about getting out of the midst of the cloud in order to stop taking continual direct Corrosive damage, but if the Corrosive status effect takes hold, then they'll keep taking Corrosive damage for a few seconds after they leave the cloud. Cloud Kill, like kill skills, dissipates shortly and can be refreshed when it fades.

Considering the amount of Loaders and other armored targets present in the latter half of Normal Mode, and through all of True Vault Hunter Mode, it's easy to see how having an always-on, almost-guaranteed Corrosion effect on every weapon can help. And this can be made to stack with Phaselock and Converge, so that Cloud Kill has the chance to infect several foes; Phaselock a central villain in place, then immediately shoot them to trigger Cloud Kill over their location. Converge will bring everything else right to Cloud Kill's stink zone, as well as into your gunsight.

Capstone: Ruin

Here it is, the wondrous capstone that turns Maya into the Pandoran equivalent of a black mage, able to afflict groups of enemies with every status effect at once, dealing very heavy overall damage.After unlocking Ruin at Cataclysm's cap, your Phaselock will now tie up the target, then splash them with shock, Slag, *and* corrosion! And these effects *also* splash to the surrounding area, just like Helios! And if you *have* Helios (which you almost certainly picked up along the way), then Phaselock will still detonate with an initial fiery blast, too! Ruin allows Maya to serve Slag duty in multi-player, especially if it's paired with Converge. This precludes also packing Res, but maybe another Maya in the party has it already, or you're just going without.

TIER 1

FLICKER

Increases your chance to cause status effects with Fire, Shock, Corrosive, and Slag guns.

LEVEL 1	6% more likely to cause elemental effects with guns
LEVEL 2	12% more likely to cause elemental effects with guns
LEVEL 3	18% more likely to cause elemental effects with guns
LEVEL 4	24% more likely to cause elemental effects with guns
LEVEL 5	30% more likely to cause elemental effects with guns

FORESIGHT

Increases Magazine Size and Reload Speed with all weapon types.

LEVEL 1	Magazine Size: +4%, Reload Speed: +5%
LEVEL 2	Magazine Size: +8%, Reload Speed: +10%
LEVEL 3	Magazine Size: +12%, Reload Speed: +15%
LEVEL 4	Magazine Size: +16%, Reload Speed: +20%
LEVEL 5	Magazine Size: +20%, Reload Speed: +25%

TIER 2

IMMOLATE

Adds Fire Damage to all shots fired while in Fight For Your Life. The additional Fire Damage is based on the Damage of the weapon you're firing.

LEVEL 1	Deal +10% Damage as Fire Damage
LEVEL 2	Deal +20% Damage as Fire Damage
LEVEL 3	Deal +30% Damage as Fire Damage
LEVEL 4	Deal +40% Damage as Fire Damage
LEVEL 5	Deal +50% Damage as Fire Damage

HELIOS

Phaselocking an enemy causes a fiery explosion, damaging all nearby enemies.

LEVEL 1	Helios Damage: Rank 1
LEVEL 2	Helios Damage: Rank 2
LEVEL 3	Helios Damage: Rank 3
LEVEL 4	Helios Damage: Rank 4
LEVEL 5	Helios Damage: Rank 5

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TIER 3

CHAIN REACTION

While you have an enemy Phaselocked, all of your shots that hit enemies have a chance to ricochet and hit another nearby adversary. Chain Reaction only works with bullets.

LEVEL 1	Ricochet chance: 8%
LEVEL 2	Ricochet chance: 16%
LEVEL 3	Ricochet chance: 24%
LEVEL 4	Ricochet chance: 32%
LEVEL 5	Ricochet chance: 40%

CLOUD KILL

Shooting an enemy creates a lingering acid cloud, dealing constant Corrosive Damage to adversaries that touch it. Only one acid cloud can be active at a time.

LEVEL 1	Cloud Kill Duration: 5 seconds

BACKDRAFT

Your melee attacks deal additional Fire Damage. Also, when your shields become depleted, you create a fiery explosion, damaging nearby enemies. Your shields must fully recharge between explosions.

LEVEL 1	Backdraft Damage: Rank 1
LEVEL 2	Backdraft Damage: Rank 2
LEVEL 3	Backdraft Damage: Rank 3
LEVEL 4	Backdraft Damage: Rank 4
LEVEL 5	Backdraft Damage: Rank 5

TIER 4

REAPER

You deal increased Gun Damage to any enemy that has more than 50% of its health remaining.

LEVEL 1	Gun Damage: +8%
LEVEL 2	Gun Damage: +16%
LEVEL 3	Gun Damage: +24%
LEVEL 4	Gun Damage: +32%
LEVEL 5	Gun Damage: +40%

TIER 5

BLIGHT PHOENIX

Kill skill. Killing an enemy causes you to deal constant Fire and Corrosive Damage to nearby adversaries for a short time. The damage is based on your level and the level of Blight Phoenix.

LEVEL 1	Damage Level 1
LEVEL 2	Damage Level 2
LEVEL 3	Damage Level 3
LEVEL 4	Damage Level 4
LEVEL 5	Damage Level 5

TIER 6

RUIN

Action Skill augmentation. Phaselock now Slags, Electrocutes, and Corrodes all nearby enemies.

LEVEL 1	"Ignorance and inconsideration may be greater causes of ruin, but they are slow and lacking in spectacle."

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SOLO PLAY

In solo play, there's not much incentive for Maya players to work up the Harmony tree very much—although she doesn't have the raw survivability skills of other characters, you can still slap a Pangolin shield with great recharge speed on Maya, then just regard a broken shield as an absolute red alert to hide for a spell. Rely on Transfusion grenades for health, and perhaps a few points into Sweet Release, especially early on when health pools aren't too big and you can't build skills to a razor peak yet, anyway. Later on, you can probably get away without Sweet Release, too, and just build Maya for unabashed chaos—she's good at it, in case the suite of plagues featured in the Cataclysm tree didn't clue you in. You won't be beating raid bosses solo without any survivability skills, but Maya's innate crowd control and potential group damage—*effortless* group damage, since so much of it is status effects—means she can eventually wipe out entire dens of enemies before they press her health in the slightest.

If you want to boost your solo survival, then pick up the Immolate skill, which all but guarantees you can easily score Second Wind against any non-armored target. This represents most bandits and most of the first half of the game in general. (In the second half, against more and more Loaders, the usefulness obviously decreases.)

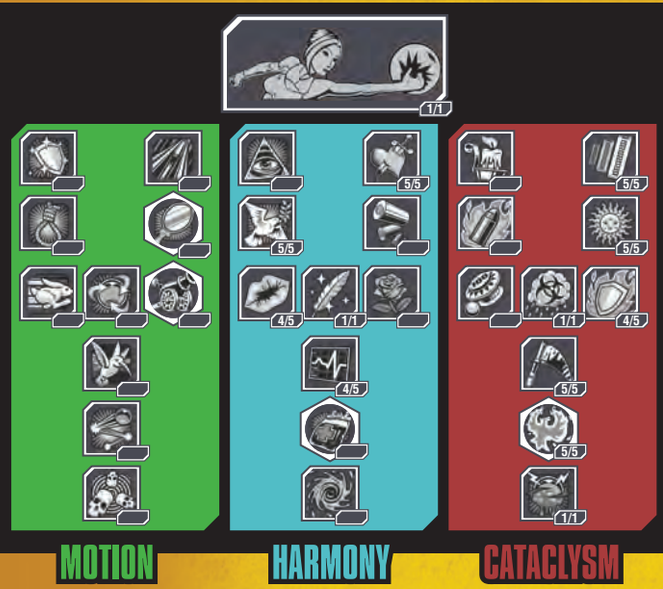
Intelligence from Psycho Testers Quarantined within the Wildlife Exploitation Preserve, Fed Slag and forced to fill out Trouble Tickets in perpetuity for the good of all Pandora.

Lilith Lindwall's "Deadly Angel" Maya

Even when wielding the awesomeness of the deadly Phaselock, always stay back. Remember, your character is not a tank, and you won't be very useful if you keep dying ahead of the others. This is a healing/offensive build. Res is the first key crux of this build, essential for any multi-player games. Try to always keep a gun with a scope or a shotgun in your inventory. Your Res depends on your gunsight. If you cannot get good sight of your downed teammate, use Phaselock on the enemy closest to them. Not only will this help you reach your teammate, but it can help them achieve Second Wind by lowering enemy health, while trapping them defenseless.

Once I get Res, I move on to the Cataclysm tree. When Cataclysm is maxed to my content, now I move back to Harmony to get some added healing benefits. Elated is next: now that we have a super awesome Phaselock that heals, can Res, and deals a butt-ton of damage, why don't we have it heal even more? I only put 4/5 skill points into Elated so I can have some in Sustenance.

SKILL TREE



"The Siren is great for targeting enemy elemental vulnerabilities while keeping her teammates alive. To play this build correctly, you want to Phaselock enemies frequently to trigger all of the status effects, while keeping your teammates alive."

– ANDREW HOFFMAN, QA LEAD

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CO-OPERATIVE PLAY

Maya experiences perhaps the most radical transformation of priorities in the transition from solo to co-op play. Relatively early on, she can be built down to the Res gamechanger in the Harmony tree, enabling remote revivals on friends. In a team environment, this get-out-of-trouble-free card trumps any kind of extra damage you might inflict with points spent elsewhere. A friend alive and fighting, and without you having to focus on finding the time and safety to revive them manually, is difficult to argue against.

But no matter what, Maya remains a combat medic, a bit of a red mage. After you gear up with Restoration and Res (and perhaps Sweet Release), you can choose to bolster crowd control through the Motion tree, or status effect damage through the Cataclysm tree. Phaselock grouped with Converge, and potentially Thoughtlock, does a great job of taking the attention of several enemies off the entire party for a few moments. And the continual damage of Cataclysm is always appealing. But you can also choose to proceed directly to capping the Harmony tree with Scorn, which allows Maya to take over Slag duty as well as medic responsibilities. (Maya kitted with Res and Ruin can perform Slag duties even more effectively, but that requires a much higher level than simply capping Harmony).

> *I love using Res; sometimes it's hard to get to a downed teammate! In a pinch, I just instantly revive them. Combined with her skill that lets you shoot your teammates to heal them? You can bet your team will want to keep you alive and stocked with ammo.*
>
> *– GILBERTO PEREZ, QA TESTER*

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SALVADOR
AS THE GUNZERKER

Salvador likes guns. Like, a lot. Imagine how much a regular person might like guns. Then, like, quadruple that, then double it, then quadruple it again just for the hell of it. That is how much Salvador likes guns. A native of Pandora, Salvador has his own reasons for finding the Vault—specifically, that he really likes loot and killing big-ass monsters. He may not be the classiest guy around, but you'll undoubtedly want him on your team when things get messy.

ACTION SKILL:
GUNZERKING

Salvador takes Brick's lead berserking to a whole new level. Instead of coming in both fists flying, Salvador's Gunzerking Action Skill has him haul out a second gun for some double-fisted bullet hell madness! Any two firearms can be used together, which leads to lots of interesting combinations. You could have one Slag weapon and one Fire or Corrosive weapon, depending on the main weakness of the enemies in your area. You might use Hyperion SMGs for their stabilization, or Bandit pistols for their bottomless magazines. You might use dual Torgue shotguns for maximum KABOOM! When swapping between weapons during Gunzerking, you'll swap in pairs—the first pair, and the second pair. Though this won't be exactly relevant until you've upgraded your Storage Deck to equip four weapons simultaneously.

> *"Set your skills so you can get back into Gunzerking as soon as possible. Also, still try to avoid attacks, or else you'll be torn apart by large groups."*
>
> *– JAMES LOPEZ, ASSISTANT PRODUCER*

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Upon activation of Gunzerking, up to 50% of your Maximum Health is replenished, if any was missing. Salvador also gains moderate damage reduction and begins slowly regenerating ammunition. Gunzerking lasts a while, like Axton's Sabre Turret, but it has the same lengthy 42-second cooldown to match. You can increase Gunzerking duration with the Last Longer and Yippee Ki Yay skills in the Rampage tree and decrease its cooldown with I'm Ready Already. With the right overlap of these and enough targets to keep scoring Yippee Ki Yay, you can end up Gunzerking constantly in some battles.

Most skills centered on altering Gunzerking do so by modifying the damage you'll do somehow, or with certain weapons. But the Come At Me Bro capstone skill works differently, allowing you to use Salvador's Gunzerking as an aggro and tanking centerpiece.

INTEL REPORT

CLASS: GUNZERKER

TRAITS: TOUGH, HOMICIDAL, SHORT

ACTION SKILL: GUNZERKING

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GUNZERKER SKILL TREES

GUN LUST

This tree allows Salvador to constantly swap weapons, ditching empties for fully reloaded offhand weapons rather than bothering much with actually reloading. Pistol enthusiasts can stack I'm Your Huckleberry and Divergent Likeness while packing a Backpack full of small arms for huge stacking bonuses to pistol shots—don't ever reload pistols; just score kills, then swap to a different pair of sidearms. The capstone skill No Kill Like Overkill also tends to work well with pistols and revolvers, as these weapons often have higher damage for individual shots than submachine guns, assault rifles, and shotguns, so they're more likely to Overkill meaningfully. Down Not Out provides situational survivability, and there are general gunplay enhancements here you might be interested in even if the Gun Lust tree isn't completely your bag.

Gamechanger: Auto-Loader

This isn't labeled a kill skill, but that's basically what it is: score a kill, and equipped weapons that aren't currently in hand will be reloaded. (That's equipped weapons not in hand, *not* unequipped weapons that are found in your Backpack.) Then, swapping to those weapons triggers the Locked and Loaded skill automatically, so your fire rate will be enhanced. If you plan to use lots of weapons regularly and to switch often, and if you're playing solo or with just one friend, then this skill is fantastic. In a full co-op game, though, you might not be able to hog enough kills to keep Auto-Loader going and contributing meaningfully.

Gamechanger: Down Not Out

A huge asset to personal survival, this skill allows Salvador to start Gunzerking *during* Fight For Your Life! Be a little bit careful here—you'll want to have weapons ready specifically for this, so you can either compensate for the lack of aiming down sights with increased accuracy over sustained bursts, as with Hyperion, or not care about accuracy in the first place, as with most shotguns.

Capstone: No Kill Like Overkill

The capstone skill in Gun Lust encourages you to really stack the damage on your killshots—use weapons with high-damage ratings, and get a Critical Hit against a monster that has both Slag and Death Mark applied, on top of whatever you have going on from equipment and other skills. Rockets work, too—but remember that rocket ammo is not replenished by Gunzerking's automatic ammo rejuvenation.

TIER 1

LOCKED AND LOADED

Reloading your gun gives you a Fire Rate bonus for a short time.

LEVEL 1	Fire Rate: +5%
LEVEL 2	Fire Rate: +10%
LEVEL 3	Fire Rate: +15%
LEVEL 4	Fire Rate: +20%
LEVEL 5	Fire Rate: +25%

QUICK DRAW

Increases Weapon Swap Speed and Critical Hit Damage with all gun types.

LEVEL 1	Weapon Swap Speed: +7%, Critical Hit Damage: +2%
LEVEL 2	Weapon Swap Speed: +14%, Critical Hit Damage: +4%
LEVEL 3	Weapon Swap Speed: +21%, Critical Hit Damage: +6%
LEVEL 4	Weapon Swap Speed: +28%, Critical Hit Damage: +8%
LEVEL 5	Weapon Swap Speed: +35%, Critical Hit Damage: +10%

TIER 2

I'M YOUR HUCKLEBERRY

Increases Damage and Reload Speed with pistols.

LEVEL 1	Pistol Damage: +3%, Pistol Reload Speed: +3%
LEVEL 2	Pistol Damage: +6%, Pistol Reload Speed: +6%
LEVEL 3	Pistol Damage: +9%, Pistol Reload Speed: +9%
LEVEL 4	Pistol Damage: +12%, Pistol Reload Speed: +12%
LEVEL 5	Pistol Damage: +15%, Pistol Reload Speed: +15%

ALL I NEED IS ONE

Swapping weapons causes your next shot fired to deal Bonus Damage.

LEVEL 1	Gun Damage: +8%
LEVEL 2	Gun Damage: +16%
LEVEL 3	Gun Damage: +24%
LEVEL 4	Gun Damage: +32%
LEVEL 5	Gun Damage: +40%

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TIER 3

DIVERGENT LIKENESS

When Gunzerking with two guns of the same type, you deal Bonus Damage. When Gunzerking with two different types of guns, you gain Bonus Accuracy.

LEVEL 1	Gun Damage: +6%, Accuracy: +6%
LEVEL 2	Gun Damage: +12%, Accuracy: +12%
LEVEL 3	Gun Damage: +18%, Accuracy: +18%
LEVEL 4	Gun Damage: +24%, Accuracy: +24%
LEVEL 5	Gun Damage: +30%, Accuracy: +30%

AUTO-LOADER

Killing an enemy instantly reloads all of the guns that you have equipped that are not currently in your hands. Swapping guns after Auto-Loader has reloaded a gun triggers Locked & Loaded.

LEVEL 1	Reloading is for chumps!

MONEY SHOT

The last round fired from your magazine gains massive Bonus Damage. Guns with small magazines receive a smaller bonus. This skill works with all weapon types.

LEVEL 1	Last round in your magazine deals up to +80% damage. Minimum Magazine Size for full bonus: 10
LEVEL 2	Last round in your magazine deals up to +160% damage. Minimum Magazine Size for full bonus: 10
LEVEL 3	Last round in your magazine deals up to +240% damage. Minimum Magazine Size for full bonus: 10
LEVEL 4	Last round in your magazine deals up to +320% damage. Minimum Magazine Size for full bonus: 10
LEVEL 5	Last round in your magazine deals up to +400% damage. Minimum Magazine Size for full bonus: 10

TIER 4

LAY WASTE

Kill skill. Killing an enemy gives you increased Fire Rate and Critical Hit Damage with all guns for a short while.

LEVEL 1	Fire Rate: +8%, Gun Critical Hit Damage: +5%
LEVEL 2	Fire Rate: +16%, Gun Critical Hit Damage: +10%
LEVEL 3	Fire Rate: +24%, Gun Critical Hit Damage: +15%
LEVEL 4	Fire Rate: +32%, Gun Critical Hit Damage: +20%
LEVEL 5	Fire Rate: +40%, Gun Critical Hit Damage: +25%

DOWN NOT OUT

You can Gunzerk while in Fight For Your Life.

LEVEL 1	"Dying is no excuse to stop fighting."

TIER 5

KEEP IT PIPING HOT

While Gunzerking is in the process of cooling down, you gain bonus Gun Damage, Melee Damage, and Grenade Damage.

LEVEL 1	Gun Damage: +5%, Melee Damage: +6%, Grenade Damage: +5%
LEVEL 2	Gun Damage: +10%, Melee Damage: +12%, Grenade Damage: +10%
LEVEL 3	Gun Damage: +15%, Melee Damage: +18%, Grenade Damage: +15%
LEVEL 4	Gun Damage: +20%, Melee Damage: +24%, Grenade Damage: +20%
LEVEL 5	Gun Damage: +25%, Melee Damage: +30%, Grenade Damage: +25%

TIER 6

NO KILL LIKE OVERKILL

When you kill an enemy, you gain a bonus to Gun Damage equal to the amount of excess damage you dealt to the foe you just killed.

LEVEL 1	"I'm looking for a really big gun that holds a lot of bullets."

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GUNZERKER SKILL TREES

RAMPAGE

This tree exists to provide ammo replenishment and rate of fire bonuses to Gunzerking itself, the arms-akimbo Action Skill. This tree is about filling the air with nothing but lead. Several early skills here tip this off right away, this preciousness of ammo in a tree mostly constructed for non-stop firing. Last Longer, I'm Ready Already, Yippee Ki Yay, and Get Some all contribute to keep the downtime of Gunzerking low or non-existent. The capper, Keep Firing…, acquits itself well for delivering insane rate of fire performance for being a straightforward one-skill-wonder.

Gamechanger: Steady as She Goes

Without being able to aim down sights, you're at the mercy of the accuracy of the guns in your hands during Gunzerking. This is a skill that actually helps your accuracy greatly. Steady as She Goes provides an enormous benefit to recoil reduction, along with granting a chance that any shot on target will spontaneously improve Gunzerking accuracy. Continuing to land shots on target can continue a positive feedback loop of keeping your ridiculous fire rate under relative control.

Gamechanger: Double Your Fun

During Gunzerking, tossing a grenade will result in *two* grenades being tossed for the cost of a single one. Does it need to be stated, really, how good that can be? And if you have the Down Not Out skill, found in the Gun Lust tree, you'll be able to do this in the service of trying to score a Second Wind!

Capstone: Keep Firing…

The Rampage capstone is appropriately titled. Holding down both triggers while Gunzerking causes the guns to fire and be reloaded with increasingly ridiculous speed. You can either use this capstone as a mechanism to drive hilarious volumes of fire from already fast weapons like Vladof spinguns, or you can use this to totally remove a deficiency from a slower class, like shotguns or sniper rifles, resulting in a build where you might be dual-wielding snipers or shotties but firing them almost as quickly as automatics, to devastating effect!

"One of the best things about the Gunzerker class and attempting to create an "Uberzerker" build (defined as the most damage that I can possibly pump out) is that the game has enough diversity in weapon types and functionality that there are at least a few different ways to reach your maximum potential damage output. Still other players appreciate some more survivability for a margin for error while diving straight in, so they can sacrifice a bit of damage by speccing into the Brawn tree and help ensure they don't lose their Gunzerking status."

– PAUL BURT, QA TESTER

TIER 1

INCONCEIVABLE

Your shots have a chance to not consume ammo. The lower your health and shields, the greater the chance of free ammo.

LEVEL 1	Chance of Free Ammo: up to 10%
LEVEL 2	Chance of Free Ammo: up to 20%
LEVEL 3	Chance of Free Ammo: up to 30%
LEVEL 4	Chance of Free Ammo: up to 40%
LEVEL 5	Chance of Free Ammo: up to 50%

FILLED TO THE BRIM

Increases your Magazine Size with all weapon types. Also increases your Ammo Carrying Capacity with all ammo types.

LEVEL 1	Magazine Size: +5%, Ammo Carrying Capacity: +3%
LEVEL 2	Magazine Size: +10%, Ammo Carrying Capacity: +6%
LEVEL 3	Magazine Size: +15%, Ammo Carrying Capacity: +9%
LEVEL 4	Magazine Size: +20%, Ammo Carrying Capacity: +12%
LEVEL 5	Magazine Size: +25%, Ammo Carrying Capacity: +15%

TIER 2

ALL IN THE REFLEXES

Increases your Reload Speed and Melee Damage.

LEVEL 1	Reload Speed: +5%, Melee Damage: +4%
LEVEL 2	Reload Speed: +10%, Melee Damage: +8%
LEVEL 3	Reload Speed: +15%, Melee Damage: +12%
LEVEL 4	Reload Speed: +20%, Melee Damage: +16%
LEVEL 5	Reload Speed: +25%, Melee Damage: +20%

LAST LONGER

Increases Gunzerking Duration.

LEVEL 1	Gunzerking Duration: +3 seconds
LEVEL 2	Gunzerking Duration: +6 seconds
LEVEL 3	Gunzerking Duration: +9 seconds
LEVEL 4	Gunzerking Duration: +12 seconds
LEVEL 5	Gunzerking Duration: +15 seconds

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TIER 3

I'M READY ALREADY

Increases the Cooldown Rate of your Gunzerking ability.

LEVEL 1	Gunzerking Cooldown Rate: +5%
LEVEL 2	Gunzerking Cooldown Rate: +10%
LEVEL 3	Gunzerking Cooldown Rate: +15%
LEVEL 4	Gunzerking Cooldown Rate: +20%
LEVEL 5	Gunzerking Cooldown Rate: +25%

STEADY AS SHE GOES

Reduces Recoil with both guns while Gunzerking. Additionally, each shot that hits an enemy has a chance to improve your Accuracy with both guns.

LEVEL 1	Recoil Reduction: +80%, Chance to improve Accuracy: 30%

5 SHOTS OR 6

Kill skill. Killing an enemy causes every shot fired to have a chance to add ammunition into the magazine instead of expending ammunition.

LEVEL 1	Chance to add bullets: +5%
LEVEL 2	Chance to add bullets: +10%
LEVEL 3	Chance to add bullets: +15%
LEVEL 4	Chance to add bullets: +20%
LEVEL 5	Chance to add bullets: +25%

TIER 4

YIPPEE KI YAY

Killing an enemy while Gunzerking increases the amount of time you can Gunzerk.

LEVEL 1	Gunzerking duration per kill: +0.6 seconds
LEVEL 2	Gunzerking duration per kill: +1.2 seconds
LEVEL 3	Gunzerking duration per kill: +1.8 seconds
LEVEL 4	Gunzerking duration per kill: +2.4 seconds
LEVEL 5	Gunzerking duration per kill: +3.0 seconds

DOUBLE YOUR FUN

Throwing a grenade while Gunzerking causes you to throw two grenades. The second grenade does not cost ammo.

LEVEL 1	Throw two grenades while Gunzerking.

TIER 5

GET SOME

Shooting an enemy decreases the Cooldown on Gunzerking. This effect can only occur once every three seconds.

LEVEL 1	Gunzerking Cooldown: -0.6 seconds per shot
LEVEL 2	Gunzerking Cooldown: -1.2 seconds per shot
LEVEL 3	Gunzerking Cooldown: -1.8 seconds per shot
LEVEL 4	Gunzerking Cooldown: -2.4 seconds per shot
LEVEL 5	Gunzerking Cooldown: -3.0 seconds per shot

TIER 6

KEEP FIRING...

While Gunzerking, the longer you hold down the trigger, the faster your guns fire and the faster you reload.

LEVEL 1	Fire Rate: up to +88%, Reload Speed: up to +25%

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GUNZERKER SKILL TREES

BRAWN

The Brawn tree is differentiated by having a lot more to do with staying alive and directly helping out teammates. Right off the bat, one of the first skills in the tree, Hard to Kill, grants health regen, and two more skills in this tree do the same thing under different circumstances. The mid-tier gamechanger in this tree, Fistful of Hurt, is a melee-modifying special attack that encourages getting into the thick of things just as much as health regen does. And, at the end of the tree, there's a skill that allows you to double down on Gunzerking, intentionally aggravating and attracting enemies and making Salvador even harder to kill.

Gamechanger: Fistful of Hurt

Like Zero's Execute and Maya's Orb of Slag, this new melee move is an upgraded substitute over your stock model, a towering uppercut that can fling enemies away like they were hit by a van. Fistful of Hurt has a 15-second cooldown, so you can't *quite* use it all the time, but you can somewhat think of it as a miniature Action Skill.

Capstone: Come at Me Bro

Here it is: taunt central. Enemies will be incited and attracted, health will be replenished, and damage reduction will be greatly enhanced. Remember that you *already* have health replenishment and damage reduction just by activating stock Gunzerking—upgrading in this manner lets you do it *again*. The biggest danger here is simply that groups of enemies or individually powerful ones like Super Badasses may be capable of bursting damage against you so fast that you sometimes won't have time to start up Gunzerking on reaction to deteriorating health; if you do manage to get into Gunzerking, you may find that once they're pushing your health down again, they do so with such speed that you won't even have time to pop Come at Me Bro, trying to reset the situation another time! Just because Gunzerking and Come at Me Bro make Salvador very hard to kill doesn't mean they make him *invincible*.

TIER 1

HARD TO KILL

Increases your Maximum Health and gives you a small amount of health regeneration.

LEVEL 1	Maximum Health: +4%, Regenerate 0.1% of your Maximum Health per second
LEVEL 2	Maximum Health: +8%, Regenerate 0.2% of your Maximum Health per second
LEVEL 3	Maximum Health: +12%, Regenerate 0.3% of your Maximum Health per second
LEVEL 4	Maximum Health: +16%, Regenerate 0.4% of your Maximum Health per second
LEVEL 5	Maximum Health: +20%, Regenerate 0.5% of your Maximum Health per second

INCITE

Taking damage from enemies increases your Movement Speed and Reload Speed for a few seconds.

LEVEL 1	Movement Speed: +6%, Reload Speed: +5%
LEVEL 2	Movement Speed: +12%, Reload Speed: +10%
LEVEL 3	Movement Speed: +18%, Reload Speed: +15%
LEVEL 4	Movement Speed: +24%, Reload Speed: +20%
LEVEL 5	Movement Speed: +30%, Reload Speed: +25%

TIER 2

AIN'T GOT TIME TO BLEED

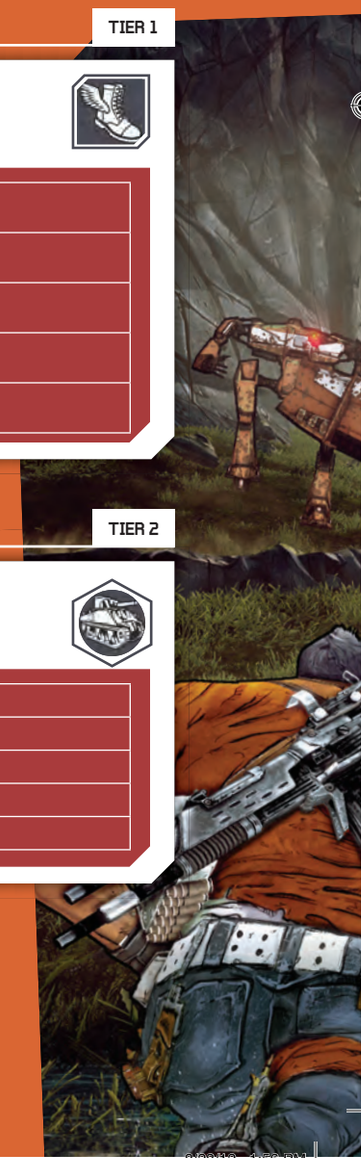
While Gunzerking, you regenerate health. The lower your current health, the more powerful the regeneration.

LEVEL 1	Regenerates up to 0.8% of your Maximum Health per second
LEVEL 2	Regenerates up to 1.6% of your Maximum Health per second
LEVEL 3	Regenerates up to 2.4% of your Maximum Health per second
LEVEL 4	Regenerates up to 3.2% of your Maximum Health per second
LEVEL 5	Regenerates up to 4.0% of your Maximum Health per second

I'M THE JUGGERNAUT

Kill skill. Killing an enemy reduces all damage you take for a few seconds.

LEVEL 1	Damage Reduction: +4%
LEVEL 2	Damage Reduction: +8%
LEVEL 3	Damage Reduction: +12%
LEVEL 4	Damage Reduction: +16%
LEVEL 5	Damage Reduction: +20%



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TIER 3

ASBESTOS

Reduces the duration of status effects on you (such as being on Fire, Corroded, Electrocuted, or Slagged).

LEVEL 1	Negative Status Effect Duration: -8%
LEVEL 2	Negative Status Effect Duration: -16%
LEVEL 3	Negative Status Effect Duration: -24%
LEVEL 4	Negative Status Effect Duration: -32%
LEVEL 5	Negative Status Effect Duration: -40%

FISTFUL OF HURT

Melee override. Press (Melee Button) to throw all your weight into a punch, causing massive damage and knocking back the enemy. Fistful of Hurt has a cooldown. While Fistful of Hurt is on cooldown, (Melee Button) will perform a regular melee attack.

LEVEL 1	Cooldown: 15 seconds

OUT OF BUBBLEGUM

Increases your Fire Rate with all gun types while your shields are depleted.

LEVEL 1	Fire Rate: 7%
LEVEL 2	Fire Rate: 14%
LEVEL 3	Fire Rate: 21%
LEVEL 4	Fire Rate: 28%
LEVEL 5	Fire Rate: 35%

TIER 4

BUS THAT CAN'T SLOW DOWN

Increases your Movement Speed while Gunzerking.

LEVEL 1	Movement Speed: +10%
LEVEL 2	Movement Speed: +20%
LEVEL 3	Movement Speed: +30%
LEVEL 4	Movement Speed: +40%
LEVEL 5	Movement Speed: +50%

JUST GOT REAL

Increases the Damage you deal with all gun types. The lower your health, the greater the Damage bonus.

LEVEL 1	Up to +8% Gun Damage
LEVEL 2	Up to +16% Gun Damage
LEVEL 3	Up to +24% Gun Damage
LEVEL 4	Up to +32% Gun Damage
LEVEL 5	Up to +40% Gun Damage

TIER 5

SEXUAL TYRANNOSAURUS

Taking damage gives you health regeneration for five seconds. This effect does not stack multiple times.

LEVEL 1	Regenerates 0.4% of your Maximum Health per second
LEVEL 2	Regenerates 0.8% of your Maximum Health per second
LEVEL 3	Regenerates 1.2% of your Maximum Health per second
LEVEL 4	Regenerates 1.6% of your Maximum Health per second
LEVEL 5	Regenerates 2.0% of your Maximum Health per second

TIER 6

COME AT ME BRO

Action Skill augmentation. While Gunzerking, press the Action Skill button to taunt your enemies and instantly gain full health. Taunted foes are more likely to attack you, but for the next few seconds, you gain massive damage reduction.

LEVEL 1	Nigh invulnerability is a hell of a drug.

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SOLO PLAY

When playing alone, it makes a lot of sense to bulk up skill points in the Brawn tree, at least initially. This keeps you from dying too often too early. Depending on what you like about Gunzerking, you might build several different ways to accomplish the same goal—like building Gunzerking around Jakobs revolvers and I'm Your Huckleberry, or using Vladof weapons and eagerly building toward Keep Firing… and with no one around to share kills with, you can sneak in as many kill skills into your build as you like.

The story of Salvador is the story of gun fire, or rather guns firing, so the biggest determining factor in how you play will be how you treat Gunzerking. Variability, nothing but quantity, or brazen survivability?

> *"The Gunzerker's "Fistful of Hurt" skill is a great answer to a charging Suicide Psycho. Unlike other melee strikes that can make the bandit drop his explosive between your feet, Salvador's big left fist will send them both back where they came from!"*
>
> *– MIKE MCVAY, QA LEAD*

CO-OPERATIVE PLAY

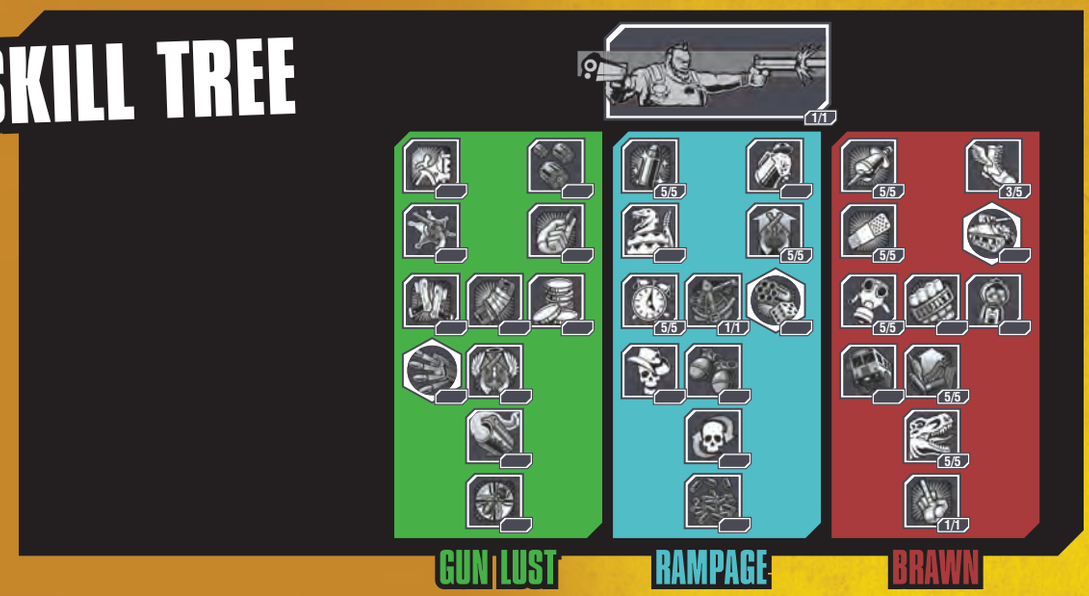
On a team, Salvador can readily serve as either an insane bullet-raining force or as a distracting tank, or as a little of both. The Brawn capstone reveals a way to attract all enemy attention while becoming nigh-invincible (although during True Vault Hunter Mode, Badasses and groups will be wicked enough to kill you before you can reach and even use up Come at Me Bro as a saving move). Salvador himself can essentially become something like Axton's turret or Zero's decoy: a locus of attention for enemy forces, which keeps pressure off of other friendlies. This lets them go about their business most efficiently, as you continue to be the belle of the ball for encroaching hoards of foes. And hopefully, there's much understanding that since you're wearing the pants in the family and striding on in and saying, "Yes, creatures of Pandora, I am here to draw your attention with my very face," your friends will dutifully revive you when it inevitably occasionally goes awry.

Intelligence from Psycho Testers Quarantined within the Wildlife Exploitation Preserve, Fed Slag and forced to fill out Trouble Tickets in perpetuity for the good of all Pandora.

Paul Burt's "Meat Shield" Salvador

The Meat Shield Gunzerker is great for single player or multi-player. It doesn't necessarily maximize your damage output, but it makes getting through combat without getting downed far more common. When running by yourself, you can have a bit more reckless abandon when diving into swarms of enemies due to your survivability, and when playing with teammates, you provide a very loud crazy target for all the enemies to pay attention to while your friends pick them off from the pack. The build focuses on a lot of the skills that add to your survivability with health, health regen, and damage reduction. Beyond that, it also attempts to minimize the down time between Gunzerking cooldowns so that you can keep maximizing your health as often as possible.

SKILL TREE



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ZERO
AS THE ASSASSIN

Zero is a question mark, wrapped inside an enigma box, covered in mystery wrapping, and topped with a bow of confusion. Meaning, nobody knows who or what he/she/it is. All that is known of Zero is that he appeared on Pandora a few months ago, accepted a few assassination contracts, and suddenly started looking for the next Vault. Rumor has it that Zero is just looking for the next big challenge. Granted, rumor also says that Zero has four fingers because he's actually an alien robot with the face of a demon. So, rumor can go suck it.

ACTION SKILL:
DECEPTION

Zero's ability to pump out heavy damage is largely thanks to his Action Skill Deception and the skills that augment it. At the beginning of Deception, Zero deploys a convincing hologram of himself, then becomes invisible. Being invisible is like Phasewalking as Lilith in the first *Borderlands*—enemies can't see you and won't target you. They'll instead target the hologram. The first attack you make out of Deception will "break" the invisibility, and that attack (if successful) will inflict greatly amplified damage. The closer you wait until just before Deception ends, the larger the bonus becomes! All bonuses stack with one another. So as an example, your cloaked Deception critical hit might also be boosted by the Headshot skill, and by zooming in with Kill Confirmed, and by a critical damage boost from your weapon, and more of the same from Badass Tokens, and so on… It is eventually not unreasonable for you to be able to stack so many bonuses to critical damage that you see damage in the hundreds of thousands!

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Deception has a very short cooldown of only 15 seconds, so it can and should be used frequently. When Deception is active, the closer you wait until the very last moment the decoy is actually up before you strike to prematurely break Deception, the bigger than combat boosts will be. Activate Deception, and then melee right away? A bonus, sure, but not anything like what's possible. Activate Deception, and then melee at the very last moment? Huge boosts: up to +650% Melee Damage, +200% Gun Damage, and +250% Gun Critical Hit Damage!

Deception gives you one of two things and is adaptable depending on the situation. If you end up in serious trouble, deploying Deception and then sprinting the hell out of there will save you nine times out of 10. And on the offensive, dropping Deception gives you an ideal interval with which to stack all the damage you can into a single ideal strike against a precision-chosen target. And your own bonuses aren't the only thing playing into this… allies may whittle away the first half of the target's health while you move in, allowing your Deception strike to benefit from Killing Blow. Maya as a teammate may have totally incapacitated the target with Phaselock, or Salvador may have temporarily punched their lights out with Fistful of Hurt, or a teammate may have knocked them flat and briefly stunned by hitting them with a truck, making them sitting ducks for a perfect headshot. Zero himself also has a unique debuff called Death Mark only he can apply, pushing the envelope further still.

INTEL REPORT

CLASS: ASSASSIN

TRAITS: MYSTERIOUS, STEALTHY, NINJA-Y

ACTION SKILL: DECEPTION

"When playing as Zero, reloading a Tediore weapon doesn't break Deception. Think about it."

– ANTHONY BURCH, WRITER

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SNIPING

Zero's Sniping tree is the most focused in the game—every single skill relates directly to sniping. There is utility here for general gunplay, with most skills applying to other gun types, as well. But the real weight here is for sniper rifles, especially with the second to last skill and the capstone, which is sniper rifle-specific. If you're running a kill skill build during solo play, you'll want Killer in the second tier here. There's not much else to say—this is a seriously stacked and pretty straightforward gunplay tree. If you have good aim, score a lot of criticals, and use equipment and Badass Token bonuses that jive with what's found here, you'll inflict significant long-range damage.

Gamechanger: Bore

Bore is a significant upgrade to sniping capability, as it allows Zero's rounds to penetrate targets to hit the ones behind them. The real story here isn't just that Zero's shots with Bore can pierce; it's that they'll deal an extra 100% of their damage to targets they hit subsequently *after* piercing! This adds a terrific incentive to attempt to double or even triple-up on shots against lined-up, advancing enemies.

With Deception active, Bore *also* places markers over the vulnerable, critical-ready regions of each enemy's body. This is not just a reminder that criticals exist, or that they're even better during Deception. Remember, any conditional boosts stack up. So, if you activate Deception, line up a shot on several targets, wait until the last moment of Deception, *then* fire and strike multiple enemies and perhaps multiple critical areas, the +100% damage bonus of Bore will just add on top of Deception's boost and the critical bonus! (And any other damage boosts active from skills… and any damage boosts you have profile-wide from spending Badass Tokens… and the damage and critical bonuses afforded by weapons like those from Jakobs and Hyperion… and on, and on…)

Capstone: Critical Ascension

This rather astounding capstone skill rewards your immaculate aim with the promise of almost limitless damage boosting. The only requirements are that you don't run out of targets (the effect slowly dissipates over time) and that you keep scoring criticals. Picking this capstone more or less locks Zero into being a sniper using a sniper rifle and going for criticals, but that's not at all a bad spot to be. Skills like Headshot, Kill Confirmed, etc. join with Critical Ascension to turn your sniper rifle into a pinpoint howitzer that gains steam the longer a firefight drags on.

And against some targets in particular, the potential for exploiting this drastically in your favor is downright delicious. Think about scoring critical after critical upon helpless enemies snared by Maya's Phaselock. Or using a Vladof automatic sniper rifle and firing ceaselessly dead center at the glowing red sensor eye of a Badass Constructor, critical after critical edging further upward, pumping out damage faster than any other class is capable of touching.

TIER 1

HEADSHOT

Increases Critical Hit Damage.

LEVEL 1	Critical Hit Damage: +4%
LEVEL 2	Critical Hit Damage: +8%
LEVEL 3	Critical Hit Damage: +12%
LEVEL 4	Critical Hit Damage: +16%
LEVEL 5	Critical Hit Damage: +20%

OPTICS

Increases your Zoom with all gun types. Also, your aim is not disrupted as much when taking damage.

LEVEL 1	Zoom: +3%, Aim Steadiness: +12%
LEVEL 2	Zoom: +6%, Aim Steadiness: +24%
LEVEL 3	Zoom: +9%, Aim Steadiness: +36%
LEVEL 4	Zoom: +12%, Aim Steadiness: +48%
LEVEL 5	Zoom: +15%, Aim Steadiness: +60%

TIER 2

KILLER

Kill skill. Killing an enemy gives you bonus Critical Hit Damage and Reload Speed for a few seconds.

LEVEL 1	Critical Hit Damage: +10%, Reload Speed: +15%
LEVEL 2	Critical Hit Damage: +20%, Reload Speed: +30%
LEVEL 3	Critical Hit Damage: +30%, Reload Speed: +45%
LEVEL 4	Critical Hit Damage: +40%, Reload Speed: +60%
LEVEL 5	Critical Hit Damage: +50%, Reload Speed: +75%

PRECISION

Improves your Accuracy with all gun types.

LEVEL 1	Accuracy: +5%
LEVEL 2	Accuracy: +10%
LEVEL 3	Accuracy: +15%
LEVEL 4	Accuracy: +20%
LEVEL 5	Accuracy: +25%

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TIER 3

ONE SHOT ONE KILL

The first shot fired from a fully loaded magazine causes Bonus Damage.

LEVEL 1	Gun Damage: +12%
LEVEL 2	Gun Damage: +24%
LEVEL 3	Gun Damage: +36%
LEVEL 4	Gun Damage: +48%
LEVEL 5	Gun Damage: +60%

BORE

Your shots pierce through enemies. If your shot hits another enemy after piercing the first foe, it causes massive Bonus Damage. B0re does not work with rockets and some special projectiles. Also, while Deception is active, your visor will highlight enemy crit locations.

LEVEL 1	Each additional target hit takes +100% damage, enemy crit spots highlighted while Deception is active

VELOCITY

Increases Bullet Speed, Damage, and Critical Damage with all guns.

LEVEL 1	Bullet Speed: +20%, Critical Hit Damage: +3%, Gun Damage: +2%
LEVEL 2	Bullet Speed: +40%, Critical Hit Damage: +6%, Gun Damage: +4%
LEVEL 3	Bullet Speed: +60%, Critical Hit Damage: +9%, Gun Damage: +6%
LEVEL 4	Bullet Speed: +80%, Critical Hit Damage: +12%, Gun Damage: +8%
LEVEL 5	Bullet Speed: +100%, Critical Hit Damage: +15%, Gun Damage: +10%

TIER 4

KILL CONFIRMED

Aiming Down the Sights with your gun grants you a bonus to Critical Hit Damage. The longer you aim down the sights, the greater the bonus.

LEVEL 1	Up to +8% Critical Hit Damage
LEVEL 2	Up to +16% Critical Hit Damage
LEVEL 3	Up to +24% Critical Hit Damage
LEVEL 4	Up to +32% Critical Hit Damage
LEVEL 5	Up to +40% Critical Hit Damage

TIER 5

AT ONE WITH THE GUN

Greatly improves your Accuracy with sniper rifles when shooting from the hip. Also increases your Reload Speed and Magazine Size with sniper rifles.

LEVEL 1	Sniper Hip-Shot Accuracy: +25%, Sniper Reload Speed: +10%, Sniper Magazine Size: +1
LEVEL 2	Sniper Hip-Shot Accuracy: +45%, Sniper Reload Speed: +20%, Sniper Magazine Size: +2
LEVEL 3	Sniper Hip-Shot Accuracy: +65%, Sniper Reload Speed: +30%, Sniper Magazine Size: +3
LEVEL 4	Sniper Hip-Shot Accuracy: +85%, Sniper Reload Speed: +40%, Sniper Magazine Size: +4
LEVEL 5	Sniper Hip-Shot Accuracy: +105%, Sniper Reload Speed: +50%, Sniper Magazine Size: +5

TIER 6

CRITICAL ASCENSION

Scoring a Critical Hit with a sniper rifle increases your Damage and Critical Hit Damage with sniper rifles. This effect can stack up to 999 times. Stacks slowly decay if you haven't scored a Critical Hit in a while.

LEVEL 1	+6% Critical Hit Damage per stack, +5% Damage per stack

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ASSASSIN SKILL TREES

CUNNING

Cunning is a strange smorgasbord that allows mild deepening of the advantages of both Sniping and Bloodshed while also throwing in some unique abilities you won't find elsewhere.

If you go into the Cunning tree at all, Ambush is an easy pick, as it jacks up damage against enemies targeting someone who isn't you. So, the bonus will come into play *every single time* you hit an adversary out of Deception, and plenty of the rest of the time, too.

Rising Shot is an interesting skill that is directly opposed to the Be Like Water skill in the Bloodshed tree. Be Like Water grants bonuses to *alternating* gun and melee attacks; Rising Shot grants a slowly rising bonus to *repeated* melee or gun attacks, without alternating between them. It's not ridiculous to think about having both of these skills, so that regardless of whether your next attack is with a gun or a swing, you'll have *some* bonus!

Death Mark can be thought of as an extra mini-Slag. Unforeseen grants a mild taste of what it's like to be Cataclysm Maya… each time Deception is broken and the decoy is shown to be a fraud, the decoy explodes in a shocking electric shower. It never hurts to send a little groovy electricity through enemy bodies, and foes fooled by the hologram and attacking it are sure to be exposed, but you'll appreciate Unforeseen the most against shielded adversaries and stalkers. Mostly stalkers.

And finally, the presence of Two Fang, and it preceding a potentially long-range debuffing ability, means that you can think of Cunning as an alternate Sniping build. Perhaps you'd take the roughly one-in-three chance that your sniper rifle will fire two shots for the price of one, along with Death Marking Kunai, over At One With the Gun and Critical Ascension in the Sniping tree.

Gamechanger: Death Mark

This defense debuff is unique to Zero and terrific to the entire team if he brings it along. The one-point-wonder Death Mark skill is only applied via melee, which is perfect if you're more of a Bloodshed Zero, but not great if you're more of a Sniping Zero. There's an alternative if you really want to snipe but also want Death Mark: the capstone skill, Death Blossom, allows you to throw up to five sets of Death Mark-capable, randomly elemental Kunai during Deception without dropping cloak! Deception becomes a much more active experience, and Zero becomes slightly more of a team player by throwing in his inimitable debuff.

Capstone: Death Blossom

The Cunning capstone adds a unique attack to Zero's arsenal—a Kunai toss that is possible only during Deception. Kunai can be tossed up to five times per Deception, actually, and they are capable of both applying Death Mark and of sticking the victim with a random elemental status effect. With Kunai tossed and Death Marks handed out, you're ready to break Deception with the customary last-moment attack for the biggest bonus attacking out of Deception.

TIER 1

FAST HANDS

Increases your Reload Speed and Weapon Swap speed.

LEVEL 1	Reload Speed: +5%, Weapon Swap Speed: +10%
LEVEL 2	Reload Speed: +10%, Weapon Swap Speed: +20%
LEVEL 3	Reload Speed: +15%, Weapon Swap Speed: +30%
LEVEL 4	Reload Speed: +20%, Weapon Swap Speed: +40%
LEVEL 5	Reload Speed: +25%, Weapon Swap Speed: +50%

COUNTER STRIKE

After getting hit, your next melee attack has a chance to deal massive Melee Damage.

LEVEL 1	Counter Strike Damage: +50%
LEVEL 2	Counter Strike Damage: +100%
LEVEL 3	Counter Strike Damage: +150%
LEVEL 4	Counter Strike Damage: +200%
LEVEL 5	Counter Strike Damage: +250%

TIER 2

FEARLESS

While your shield is depleted, you gain increased Gun Damage and Fire Rate.

LEVEL 1	Fire Rate: +5%, Gun Damage: +3%
LEVEL 2	Fire Rate: +10%, Gun Damage: +6%
LEVEL 3	Fire Rate: +15%, Gun Damage: +9%
LEVEL 4	Fire Rate: +20%, Gun Damage: +12%
LEVEL 5	Fire Rate: +25%, Gun Damage: +15%

AMBUSH

Increases Damage when attacking from behind or when attacking an enemy that is targeting someone other than you.

LEVEL 1	Damage: +4%
LEVEL 2	Damage: +8%
LEVEL 3	Damage: +12%
LEVEL 4	Damage: +16%
LEVEL 5	Damage: +20%

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TIER 3

RISING SHOT

Each successful ranged or melee attack gives you a Damage bonus for a short time. This bonus can stack up to five times. Faster weapons can gain stack more quickly, but slower weapons retain stacks for a longer period of time.

LEVEL 1	Gun Damage per stack: +2.0%, Melee Damage per stack: +1.8%
LEVEL 2	Gun Damage per stack: +4.0%, Melee Damage per stack: +3.6%
LEVEL 3	Gun Damage per stack: +6.0%, Melee Damage per stack: +5.4%
LEVEL 4	Gun Damage per stack: +8.0%, Melee Damage per stack: +7.2%
LEVEL 5	Gun Damage per stack: +10.0%, Melee Damage per stack: +9.0%

DEATH MARK

Dealing Melee Damage marks the target for a short duration. Marked targets take additional Damage from all sources. Also, it's not an easy thing to live with.

LEVEL 1	Marked targets take 20% additional Damage from all sources. Marks last for eight seconds

UNFORESEEN

Your holographic decoy explodes when you become visible again, causing shock damage to nearby enemies.

LEVEL 1	Rank 1 Shock Damage
LEVEL 2	Rank 2 Shock Damage
LEVEL 3	Rank 3 Shock Damage
LEVEL 4	Rank 4 Shock Damage
LEVEL 5	Rank 5 Shock Damage

TIER 4

INNERVATE

While Deception is active, you gain increased Gun Damage, health regeneration, and Movement Speed.

LEVEL 1	Gun Damage: +2%, Regenerate 0.8% of your Maximum Health per second. Movement Speed: +7%
LEVEL 2	Gun Damage: +4%, Regenerate 1.6% of your Maximum Health per second. Movement Speed: +14%
LEVEL 3	Gun Damage: +6%, Regenerate 2.4% of your Maximum Health per second. Movement Speed: +21%
LEVEL 4	Gun Damage: +8%, Regenerate 3.2% of your Maximum Health per second. Movement Speed: +28%
LEVEL 5	Gun Damage: +10%, Regenerate 4.0% of your Maximum Health per second. Movement Speed: +35%

TIER 5

TWO FANG

Every time you fire a gun, you have a chance to fire twice.

LEVEL 1	Chance to fire two shots: 6%
LEVEL 2	Chance to fire two shots: 12%
LEVEL 3	Chance to fire two shots: 18%
LEVEL 4	Chance to fire two shots: 24%
LEVEL 5	Chance to fire two shots: 30%

TIER 6

DEATH BLOSSOM

Action Skill augment. Press the Action Skill button while Deception is active to throw a handful of Kunai. Each Kunai will explode with a random elemental type. Kunai do not benefit from Deception damage bonuses, but throwing Kunai does not end Deception and can apply Death Mark.

LEVEL 1	May throw Kunai five times per cooldown

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ASSASSIN SKILL TREES

BLOODSHED

The skills in the Bloodshed tree make Zero into a murderous, invisible ninja, traveling unseen from distracted victim to distracted victim. The very first two skills both enhance melee damage (Killing Blow in a particularly interesting way—melee blows are drastically stronger against badly damaged enemies, increasing killshot chance). Two kill skills (and really, four kill skills unofficially—Resurgence and Many Must Fall are both pretty much kill skills, too) here grant terrific bonuses. It's great to incorporate them all if you're hogging all the kills to yourself in a solo game, or if you're playing with just one friend and you're taking point. Their usefulness diminishes in full games, though that doesn't mean Zero can't focus on insane melee damage.

Gamechanger: Execute

If you are at all melee-oriented with your Deception use, Execute is a must-have one-point-wonder skill. Get an enemy that is even remotely close to Zero centered in your reticle—the description says three meters, but that's very conservative—then press the Action Skill button to unleash Execute. Zero warps forward with a heavily damaging melee slash. You'll get the Execute damage bonus, the Deception damage bonus… a bonus from Ambush, if you have it, and perhaps also Backstab, and so on. Just like building expressly for sniping, if you build expressly for melee, Zero can crank out the most awe-inspiring single-target damage on Pandora.

Needless to say, this takes on a new dimension when you've capped Bloodshed with Many Must Fall… with all your ducks in a row and numerous enemies ailing around you, you can set up cycles of Execute scoring a Deception kill, causing Many Must Fall to redeploy Deception… leading to an Execute kill, and another Many Must Fall decoy redeployment, and so on.

If you want to cut things, get this.

Capstone: Many Must Fall

The single skill that most increases both the deadliness and safety of Deception. See, acquire Many Must Fall, and scoring a melee kill during Deception leads to an automatic and immediate re-Deception! No cooldown, no planning, just automatic. As mentioned in the note for Execute, this can naturally lead to sequences during which all your bonuses stack just right to *brutalize* target after target with killshots. You may keep Deception running, cloaked and killing, killing, killing for stunning periods of time, just like how Salvador set up properly can keep up Gunzerking more or less indefinitely in a big gunfight.

But you can also use Many Must Fall as a shrewd escape tool. So the thing happens that happens to every Vault Hunter, all of us who have ever bothered to pick up a rusty Dahl repeater and give it a whirl: we step out into the wrong clearing like some idiot and get assailed from all sides, we don't know where all the attacks are coming from, our shields are down immediately, and ugh, why weren't we paying more attention? Well, Deception serves as Zero's panic button in those situations, as the decoy soaks up all Zero's attention and he can escape unseen. But now, on your way out of trouble, you might pause—are any of the enemies beat up? Chump-level, not Badass enough to survive your Deception melee…? Oh, there ARE adversaries you could just kill one after the other with repeated melee strikes out of automatic re-Deceptions? Why, yes. That's just the thing to do.

But as amazing as this is, it is essentially the game's strongest kill skill—no Deception kill, no re-Deception. So, during four-player co-op games, where there are less kills to go around anyway and enemies have bigger health pools, you will sadly see Many Must Fall diminish in usefulness just a bit, as with kill skills.

TIER 1

KILLING BLOW

Massively increases Melee Damage against enemies with low health.

LEVEL 1	Melee Damage: +100%
LEVEL 2	Melee Damage: +200%
LEVEL 3	Melee Damage: +300%
LEVEL 4	Melee Damage: +400%
LEVEL 5	Melee Damage: +500%

IRON HAND

Increases your Melee Damage and your Maximum Health.

LEVEL 1	Melee Damage: +3%, Maximum Health: +3%
LEVEL 2	Melee Damage: +6%, Maximum Health: +6%
LEVEL 3	Melee Damage: +9%, Maximum Health: +9%
LEVEL 4	Melee Damage: +12%, Maximum Health: +12%
LEVEL 5	Melee Damage: +15%, Maximum Health: +15%

TIER 2

GRIM

Kill skill. Killing an enemy causes your shields to quickly regenerate and increases your Action Skill Cooldown Rate for a few seconds.

LEVEL 1	Regenerates 0.7% of your shield per sec. Deception Cooldown Rate: +1.5%
LEVEL 2	Regenerates 1.4% of your shield per sec. Deception Cooldown Rate: +3.0%
LEVEL 3	Regenerates 2.1% of your shield per sec. Deception Cooldown Rate: +4.5%
LEVEL 4	Regenerates 2.8% of your shield per sec. Deception Cooldown Rate: +6.0%
LEVEL 5	Regenerates 3.5% of your shield per sec. Deception Cooldown Rate: +7.5%

BE LIKE WATER

Shooting an enemy improves the Melee Damage of your next melee attack. Melee attacks improve the Shooting Damage of your next shot.

LEVEL 1	Gun Damage: +4%, Melee Damage: +6%
LEVEL 2	Gun Damage: +8%, Melee Damage: +12%
LEVEL 3	Gun Damage: +12%, Melee Damage: +18%
LEVEL 4	Gun Damage: +16%, Melee Damage: +24%
LEVEL 5	Gun Damage: +20%, Melee Damage: +30%

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TIER 3

FOLLOWTHROUGH

Kill skill. Killing an enemy increases your Movement Speed, Melee Damage, and Gun Damage for a few seconds.

LEVEL 1	Movement Speed: +8%, Gun Damage: +6%, Melee Damage: +8%
LEVEL 2	Movement Speed: +16%, Gun Damage: +12%, Melee Damage: +16%
LEVEL 3	Movement Speed: +24%, Gun Damage: +18%, Melee Damage: +24%
LEVEL 4	Movement Speed: +32%, Gun Damage: +24%, Melee Damage: +32%
LEVEL 5	Movement Speed: +40%, Gun Damage: +30%, Melee Damage: +40%

EXECUTE

Melee override skill. While Deception is active and a target is under your crosshairs, press the Melee Button to dash forward a short distance and perform a special melee attack, dealing massive damage.

LEVEL 1	Execute range: 3 meters

BACKSTAB

Your melee attacks deal Bonus Melee Damage when hitting an enemy in the back.

LEVEL 1	Backstab: +8% melee damage
LEVEL 2	Backstab: +16% melee damage
LEVEL 3	Backstab: +24% melee damage
LEVEL 4	Backstab: +32% melee damage
LEVEL 5	Backstab: +40% melee damage

TIER 4

RESURGENCE

Killing an enemy with a melee attack restores health. The lower your health, the more health you receive.

LEVEL 1	Restores up to 4% of your health
LEVEL 2	Restores up to 8% of your health
LEVEL 3	Restores up to 12% of your health
LEVEL 4	Restores up to 16% of your health
LEVEL 5	Restores up to 20% of your health

TIER 5

LIKE THE WIND

While moving, you gain increased Melee Damage and Gun Damage.

LEVEL 1	Gun Damage: +3%, Melee Damage: +3%
LEVEL 2	Gun Damage: +6%, Melee Damage: +6%
LEVEL 3	Gun Damage: +9%, Melee Damage: +9%
LEVEL 4	Gun Damage: +12%, Melee Damage: +12%
LEVEL 5	Gun Damage: +15%, Melee Damage: +15%

TIER 6

MANY MUST FALL

Killing an enemy with a melee attack while Deception is active causes you to deploy another holographic decoy, re-stealth, and add time to Deception's duration. This can be done multiple times in succession.

LEVEL 1	"Call no man happy 'til he is dead. Happy, happy, happy, happy, happy…"

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SOLO PLAY

Zero is by far the most damage focused character—more than any other Vault Hunter in Pandora's history, what he's bringing to the table is the ability to spike damage on solo targets. "A lot of damage" means that if you stick with it long enough, you are going to see what it looks like when you deal over a million damage in one single strike. (There are enemies that have hit points in the hundreds of millions too, though, so don't go thinking Zero is a total one-enigmatic-being-army yet.) That his Deception hologram distracts enemies similar to Axton's Sabre Turret is the icing on the cake. Zero's purpose is to deal craploads of damage without being a target himself. Whether you build him as a sniper down Sniping or a slasher down Bloodshed is up to you, but when you have enough skill points to do it, maximizing one way or the other will be the way to go.

Depending on your playstyle and your friends, you might take a brief moment to consider the Cunning capstone, Death Blossom, over the admittedly incredible cappers in either other tree; Death Mark is quite nice indeed, like an extra half-Slag on top of anything else, and only Zero can apply it, but if you're playing a sniping-oriented Zero, you won't often be applying Death Mark via melee. Your Deception will be more a tool you use to get out of trouble or to stack with Kill Confirmed etc. than to distract and set up Ambush and Backstab out of Deception in the midst of a big scrum. So, if you take Death Blossom over Critical Ascension you lose some peak damage capability, but you gain the ability to use Deception more frequently just to spam all five waves of Kunai at the party's current targets, before going right back to sniping with a critical shot out of Deception. The next time Deception is ready, time to throw more Kunai. So you can apply Zero's unique debuff (along with random elemental status effects!) while still hanging back in a high-damage sniping role.

Intelligence from Psycho Testers Quarantined within the Wildlife Exploitation Preserve, Fed Slag and forced to fill out Trouble Tickets in perpetuity for the good of all Pandora.

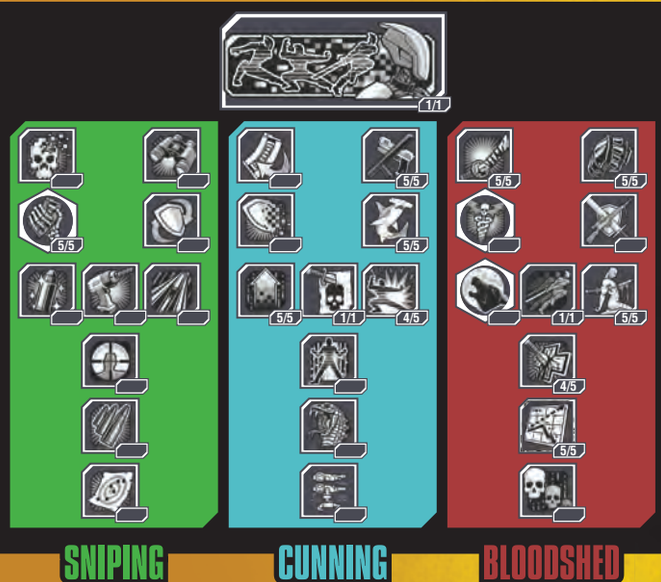
Kirst Kahler's "Sassypants" Zero

Zero wears Sassypants. It's manly. Like the color purple. This is the Zero build I use. It's good for multi-player, because it doesn't rely heavily on kill skills. Feel free to take a few points from the Cunning tree and go all the way down Bloodshed for a twist. Many Must Fall is something I rather enjoy playing with when I don't need my decoy to explode.

But my absolute favorite build is Zero, all the way down the melee tree. Especially in a group, or paired with a healing Siren, Zero has multiple ways to stack melee damage. For instance, Iron Hand increases base melee damage up to 15%, Be Like Water can stack up to another 30%… Backstab adds melee damage if you hit an enemy in the back, and Ambush (from the Cunning tree) increases all damage on enemies attacking someone other than you. Like your hologram. Killing Blow grants extra damage to enemies with low health, and Like the Wind will increase all damage by moving. And that's just in skills. You can get bladed weapons that give bonuses to melee damage, Roid Shields give bonus damage when depleted (You're a glass cannon. Trust me, this is fantastic.), and there are Eridian Relics that can give you decreased cooldown on Deception or, if you're going for the gusto, even MORE melee damage. By the time you get to Many Must Fall, you'll forget what it's like to be visible. And that means you can sass people all you want because they can't see you. It's freaking magical.

Sniper tree: best shield ever will be the legendary The Bee. I kid you not. It deals bonus amp damage with every shot as long as it's charged… and the amp damage doesn't drain.

SKILL TREE



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CO-OPERATIVE PLAY

Co-operative / There's a word I do not like / What do friends matter?

The closest Zero gets to team consideration in skills involves using Unforeseen to turn the decoy into a shocking distraction and Death Mark to add a decent chunk to anyone's damage. Apart from that, his teamwork involves universal gestures of etiquette expected of any Vault Hunter, regardless of class or build—for example, don't do annoying things like kill near-dead enemies or chump peons right next to an ally who is trying to score Second Wind, and generally try to kill the things your teammates are actually killing. But apart from that, Zero's battlefield interactions are limited to those between him and his current target. But those interactions are intense.

You must change your approach a little bit, though. An out-and-out Bloodshed build is dripping with what are all essentially kill skills, but with more partners, there are inevitably fewer average kills per player, and so you'll have kill skills active in any given co-op game a dramatically lower amount of time than in single play—yeah, yeah, you get it, okay. If you were playing pure Bloodshed in single player, then in co-op, you might respec and take the points that were in Grim, Followthrough, Resurgence, and Many Must Fall and place them further up in Cunning instead, for Unforeseen, Rising Shot, and Innervate. This still allows you to play a hideously punishing melee build, but it works for different reasons and isn't as dependent on scoring kills.

> ***When playing solo, I strike from a distance and use Deception to escape danger and keep myself safe. In co-op, I use it to distract my foes and keep them still for a headshot, or to close the distance and finish off the ones with low health using deadly melee strikes.***
>
> ***– MIKE MCVAY, QA LEAD***

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CRIMSON RAIDERS'

PATH OF MOST RESISTANCE

Here it is, Vault Hunter – the motherlode. Enclosed inside this dossier is every stratagem, every tactical ops map, every piece of intel, every plan and contingency plan we've got to disrupt Hyperion, take down Handsome Jack, and, ultimately, free Pandora. We're trusting you to help us win this war, because, frankly, we need you to help us win this war. I know you want revenge against Jack. Hell, we all do, and this represents our best chance to get it. Protect these files with your life – and should you die while holding this, try to bleed all over the pages so those Hyperion bastards can't read them.

- Commander Roland of the Crimson Raiders

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- HEALTH STATION

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PROLOGUE

WELCOME TO PANDORA.

MISSION BRIEFING

You weren't supposed to live. Handsome Jack had that train rigged with enough explosives to kill every would-be Vault Hunter this side of Eridium Blight, but not you. You survived, somehow—must have been the soft snowy landing. Not only are you not dead, but you're not alone either. A CL4P-TP General Purpose Robot just so happened to be looting the corpses of less fortunate Vault Hunters as you came to. He goes by the name Claptrap, and he's eager to enlist your help in getting him off this glacier. Try not to mind when he refers to you as his Minion.

To Claptrap's Place We Go

Although you may doubt Claptrap's helpfulness given your current predicament—as you should—the friendly 'bot is quick to prove himself useful by handing over an ECHO device. This snazzy piece of high technology not only allows you to communicate with others over great distances, but it includes a class-twelve heads-up display that allows you to see your health, shields, and bullets while also providing a small map of your surroundings in the corner of the screen. Previous Vault Hunters would be *so* jealous if they knew you had this.

Claptrap is quick to usher you into his hideout, but you needn't race over to him just yet. Take a look around the barren landscape and get a feel for the movement, camera, and jumping controls. Be sure to melee any debris piles you spot, as you just might find something useful. Once you're done scouting the area, follow the sound of Claptrap's grating voice south to the entrance of his little igloo thing.

Debris piles such as this frozen mound of bones often contain ammo, money, Insta-Healths, and custom player and vehicle skins!

OPEN SESAME!

There are countless varieties of lootable containers on Pandora, ranging from frozen debris piles to lockers to toilets to massive chests of weaponry. All of these containers have one thing in common: a distinctive green glow. Although the value of the contents may not always wow you, every container has a slight chance to yield something valuable.

PERSONNEL FILE D801D

CLAPTRAP

Characteristics:
Humorous (Annoying); Well-coordinated; Likely defective

Threat Level:
Seriously? You're joking, right?

Intel Report:
The same CL4P-TP steward bot who first greeted the original four Vault Hunters in Fyrestone, Claptrap is back and better/worse/more comedically divisive than ever! After Handsome Jack called for the destruction of the entire CL4P-TP line, our Claptrap became the last of his kind. Nowadays, he lives a life of solitude and quiet dignity. Just kidding, of course—he spends the vast majority of his time either crying, or praying for a Vault Hunter to whisk him away from his glacial home. Claptrap may be annoying, demanding, and effectively useless in a fight, but at least he's, uh…

…You know what? We'll get back to you on that.

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WINDSHEAR WASTE

Are you a Vault Hunter? Do you have nothing left to lose? Did Handsome Jack try to kill you? If you answered "yes" to any two of these three questions, then you're probably living in Windshear Waste. Thanks to Pandora's weird-ass solar cycle, Windshear Waste used to be a relatively lush environment, notable for its rolling oceans and complete lack of icicle-throwing ape beasts. Once winter rolled around, however, things got cold—fast. As in, very fast. As in, immediately. The "flash freeze," as the Waste's denizens would later call it, turned Windshear from a habitable beach to a stone-cold wasteland in the blink of an eye.

Eternally frozen and ringed by unscalable cliffs, the wreckage site where you're left to die contains little more than a smattering of debris piles and an occasional ammo chest. The furry bullymongs don't mind the cold, but they limit themselves to Frostbite Crevasse and tend to stay clear of Claptrap's home on the ice... most of the time, that is. Though bleak, Windshear Waste is not entirely isolated. Those who make the journey south across the fractured glacier can escape to Southern Shelf to experience even more ice.

The Districts of Windshear Waste

LOCALE	LIMITED ACCESS?	FIRST VISIT
Claptrap's Place	No	"My First Gun" story mission.
Frostbite Crevasse	No	"Blindsided" story mission.

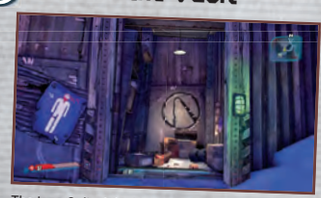
Dangerous Beasts

ENEMY FAMILY
Bullymongs

High Value Targets

ENEMY	FAMILY
Knuckle Dragger	Bullymong

Cult of the Vault



The lone Cult of the Vault symbol in Windshear Waste is located inside Claptrap's Place. Open the door to his storage room on the right-hand side to find it.

RAIDER RECON F29XC

MY FIRST GUN

GET A GUN.

MISSION BRIEFING

After Handsome Jack left you for dead in Windshear Waste, you escaped the cold and met a CL4P-TP General Purpose Robot—the last of his kind on Pandora. Shortly after you entered Claptrap's igloo, an enormous Bullymong broke in and removed the chatty 'bot's eye. Claptrap needs your help to get it back. First things first, though: you need a gun. Claptrap has asked you to grab one from his cabinet.

MISSION OBJECTIVES

- *Open cabinet.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
1	$10	71	Pistol (White)

**Money and XP may vary based on player's level at start of mission.*

Never There When You Need It

Claptrap hasn't just built himself a home on the ice, but a veritable shrine to his hometown. All manner of Fyrestone paraphernalia can be found scattered amongst the defunct CL4P-TPs and, err… frozen Vault Hunter corpses. Unfortunately, the one thing Claptrap's Place doesn't have is a way to keep out dangerous bullymongs. One such beast, known locally as Knuckle Dragger, has descended from the frigid rafters and made off with Claptrap's solitary eye. And so begins the first of many missions: Arm yourself, Minion!

*Fans of the original **Borderlands** will find plenty of familiar signage in Claptrap's Place.*

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The mission objective icon will help guide you to the gun Claptrap keeps in the cabinet to the left, but feel free to have a look around first. Loot the ammo chest for valuables and locate the storage closet on the right. Open the door to find the Cult of the Vault symbol etched in the back wall. Inspect the design to complete your first Challenge (this area has only one Cult of the Vault symbol). Help yourself to the piles of cash on Claptrap's card table, as well.

Nearly every region in the game has at least one Cult of the Vault symbol—find them all to complete Challenges and earn Badass Ranks.

Make your way past Claptrap as he blindly slams into each and every piece of furniture in his house. The cabinet you seek is glowing green and marked with a diamond both on the minimap and on-screen. Your reward for finding this impossible-to-miss cabinet is a small amount of XP and cash, along with the gun it contains: a Basic Repeater pistol by Dahl.

Herein rests the solution to the shortest mission in Vault Hunter history.

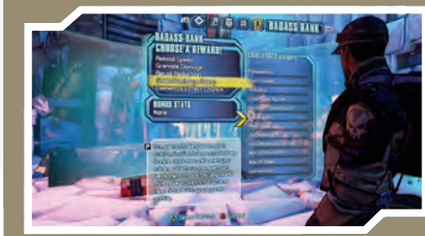
> *"The major goals for Claptrap's Place were to establish narratively a crucial shelter for the character and impress the player with a visually stunning presentation. You were just blown out of a train and left to die. Getting to Claptrap's shelter is the key to your survival."*
>
> *– ZACH FORD, LEVEL DESIGNER*

THE FIRST ONE'S FREE

Earn this first bonus by crossing the room and opening the cabinet clearly marked on-screen. It doesn't get any easier than this, so don't expect subsequent Achievements and Trophies to come as quickly.

BADASS RANKS AND TOKENS

Discovering the first Cult of the Vault symbol earns you your first Badass Rank and Badass Token. Redeem that sucker to select from one of five randomly chosen stat bonuses that applies to all of the characters you associate with your profile, forever. For now, focus your Badass Tokens on the following attributes: Shield Recharge Delay, Elemental Effect Chance, Gun Damage, and Reload Speed. You can read more about all of this Badassery in "Claptrap's Guide to Minioning."



BRAND LOYALTY

Each gun manufacturer has a unique trait that helps make their guns stand out from the crowd. Dahl's weapons, for example, all fire in short bursts while zoomed. Refer to the "Marcus Munitions Monthly" section of this book for an in-depth discussion about the game's expansive gun system.

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BLINDSIDED

GET CLAPTRAP'S EYE BACK.

MISSION BRIEFING

After Handsome Jack left you for dead in Windshear Waste, you escaped the cold and met a CL4P-TP General Purpose Robot—the last of his kind on Pandora. He has enlisted you as his minion; you are to help him kill Jack and save Pandora. Before you can do any of that, however, you will need to deal with a slightly more pressing matter; Claptrap's eye has been ripped out by a bullymong, and you must help him retrieve it.

MISSION OBJECTIVES

- *Retrieve Claptrap's eye.*
- *Defend Claptrap.*
- *Dig out Claptrap.*
- *Defeat Knuckle Dragger.*
- *Find Sir Hammerlock.*
- *Find New Gear.*
- *Loot Gear*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
1	$10	53	-

**Money and XP may vary based on player's level at start of mission.*

FIRST WEEK ON PANDORA

Each Vault Hunter comes to Pandora possessing a personal ECHO recording. This single-use item contains a brief history about what brought them to Pandora. Access the Backpack and listen to the recording to shed some light on your chosen character's history, and, more importantly, free up a spot in your Backpack.

Defending Blind, Defenseless Claptrap

Now that you've gotten the gun from Claptrap's cabinet, it's time to head out onto the ice in search of Knuckle Dragger. Raid the cabinets near the Fast Travel Station while Claptrap opens the rear door leading out onto the ice. Follow Claptrap onto the glacier and continue to scavenge for loot. The source of those frozen piles of bones and fur will be evident soon enough.

A number of creatures known as Monglets suddenly leap from the ice-covered cliffs and attack. These four-armed, two-legged critters are the weakest of the bullymong species, but can still prove hazardous to a fresh-faced Vault Hunter like you. Aim for their tiny heads to inflict critical damage from afar, and don't hesitate to unleash a melee strike if they get too close. The last group of bullymongs creates a tunnel in the ice, allowing you and Claptrap to continue on to the chasm known as Frostbite Crevasse.

Monglet heads are even tinier than their adult counterparts, but well worth aiming for!

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Open fire on the Monglets and Brat Bullymongs in the distance and drop into the snowy canyon below. The Brat Bullymongs may throw rocks at you if given the time—bullymongs love to do this. Try shooting the smaller rocks out of the air, but always sidestep the larger ones. Return to Claptrap, who has since fallen head-first into the snow, and dig him out. He'll open the rear hatch in the slanted cargo box across the ice, thereby creating a ramp to the next section. Take a moment to open all of the containers before continuing on.

All of the Insta-Healths next to the Hyperion shipping container will come in handy during the upcoming fight.

KNUCKLE DRAGGER

This is Gonna Hurt

Knuckle Dragger's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
12	—	1.13	Badass	Head	Weak

Knuckle Dragger appears as soon as you exit the tilted Hyperion shipping container. With Claptrap's blue eye dangling from his necklace, this beast clearly puts the bully in bullymong!

Do your best to strafe the perimeter of the area while firing at Knuckle Dragger's head. He's far tougher than the bullymongs you encountered previously and can withstand significant damage. Knuckle Dragger relies on a combination of ranged and melee attacks, but primarily sticks to throwing smaller rocks during the opening moments of the battle. Shoot these projectiles out of the air and continue firing at him. Smash the many debris piles scattered around the area and keep your eyes open for any additional Insta-Healths.

Continue to pepper Knuckle Dragger with headshots until his health is cut in half, at which time he's likely to leap out of reach and summon a pack of minions into the fray. Scan the summoned bullymongs for any Brat Bullymongs and target those first—you do not want to chance having multiple rock-throwing bullymongs attacking simultaneously! It also pays to leave one or two of the Monglets alive in case you get drained of health and need a Second Wind. Downed Vault Hunters are instantly revived if they score a kill before bleeding out.

Alternate attacks on the minions and Knuckle Dragger until the latter returns to the battlefield, then focus solely on the boss. Pay close attention to the objects he plucks from the ice to toss your way. Knuckle Dragger has a tendency to lob a full-size car at you during the second half of the battle. He will also perform several charge attacks, along with a powerful leaping swipe attack that can inflict heavy damage if you don't step out of its reach. Monitor your health closely and don't hesitate to retreat through the Hyperion container to the Insta-Healths in the previous area.

One virtually foolproof tactic is to take shelter inside the container and open fire on Knuckle Dragger from within. Although he'll still be able to throw smaller rocks at you inside the container, you'll be safe from his melee attacks, as well as his larger vehicular projectiles. Knuckle Dragger will periodically leap onto the icy ledge above the container in an attempt to lure you out. Consider hunting him down if your health is good or just stay inside the container and wait a couple seconds for him to leap back down to attack.

Onward to Sir Hammerlock

Gather up the loot dropped by Knuckle Dragger—you may even find a rare legendary weapon—along with Claptrap's Eye, then head up the slope to the Hyperion Barge. Not just anyone can repair Claptrap's severed eye—this calls for the skills of the reputable Sir Hammerlock, who resides in Liar's Berg. After all, your expertise lies in hunting vaults and firing boom-sticks, not sentient robotic surgery.

ORANGE IS LEGEND

Equipment comes in a variety of colors—white, green, blue, purple, and orange—meant to quickly convey rarity and relative worth. Orange items are legendary items "handmade" by the developers to have unique properties. Some legendary equipment can be obtained as random drops or through completing certain missions while other pieces, such as the Close Quarters Hornet (shown), are linked to a specific enemy. Defeating Knuckle Dragger won't often yield this legendary weapon, but it does happen.

Loot the containers inside the barge, then feast your eyes on the red chest in the center. Chests such as this are relatively rare on Pandora and are often tucked away in hard-to-reach places. This one's a freebie. Gather up the weapons inside and consider assigning the shotgun to either of your weapon slots so you'll have both a pistol and shotgun readily accessible. Speak to Claptrap to complete the mission and collect your reward.

The Districts of Southern Shelf

LOCALE	LIMITED ACCESS?	FIRST VISIT
Liar's Berg	No	"Cleaning Up the Berg" story mission.
Gateway Harbor	No	"Shielded Favors" optional mission.
Wreck of the Ice Sickle	Yes	"Best Minion Ever" story mission.
Bandit Freighter	Yes	"Best Minion Ever" story mission.
The Soaring Dragon	Yes	"Best Minion Ever" story mission.

Cult of the Vault

1

Complete the "Shielded Favors" optional mission to access the old shop on the upper floor of the base on the ice. Run along the tilted siding and leap to the lift support, then carefully jump back onto the arched roof. Drop onto the balcony above the multi-colored lights to find this Cult of the Vault symbol and a chest.

2

Fight your way up the freighter toward the stairs leading to the crane controls, then turn and leap onto the empty floor above the toilets. Sprint and jump across the platforms ringing the level in a counter-clockwise direction to reach a large area that contains the Cult of the Vault symbol and a red chest.

Dangerous Beasts

ENEMY FAMILY
Bullymongs
Rakk
Marauders
Psychos
Midgets

High Value Targets

ENEMY	FAMILY
Boom	Marauder
Bewm	Midget
Captain Flynt	Nomad

Additional Challenges

Make Boom Go Boom: Kill Boom and Bewm without any players taking a direct shot from Big Bertha (see "Best Minion Ever" for details).

Fireproof: Kill Flynt without any players taking damage from his dragon breath (see "Best Minion Ever" for details).

RAIDER RECON 324AT

INTEL FILE T14XI

THE GUARDIAN ANGEL

Characteristics:
Telepathic; Pushy; Vague; Questionably helpful

Threat Level:
Unknown (We don't trust her.)

Intel Report:
We know embarrassingly little about this enigmatic entity that "helped" the original four Vault Hunters defeat The Destroyer five years ago. Is she a human? A god? An AI? Who knows? Whatever her true identity or motives, the Guardian Angel is now seemingly helping the new Vault Hunters in their quest to defeat Handsome Jack. That's good enough for us.

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SOUTHERN SHELF

The frozen expanse of Southern Shelf is no place for mankind, but that didn't stop Pandora's hardiest souls from eking out existence atop the shifting sea ice. Unfortunately, the Crimson Raiders that once protected this place have long vacated their rebel camps. The region's lone full-service town, Liar's Berg, lies empty and dormant. Now only bandits and other assorted unsavories make their home amongst the bullymongs atop the ice. Southern Shelf is considerably larger and far more dangerous than Windshear Waste, but life on the continent's edge has a way of rewarding those who survive the journey to the sea. Conquer the region's reigning lord, Captain Flynt, and passage to warmer climes will be just a boat ride away.

RAIDER RECON D14X

CLEANING UP THE BERG

SAVE LIAR'S BERG AND MEET SIR HAMMERLOCK.

MISSION BRIEFING

You've found Claptrap's eye, but he still needs someone to plug it into his socket. That someone happens to be one Sir Hammerlock, who currently resides in the town of Liar's Berg. Sir Hammerlock refuses to help you until you clear the town of Captain Flynt's bandits, however.

MISSION OBJECTIVES

- *Reach Liar's Berg.*
- *Defend Claptrap.*
- *Secure Liar's Berg.*
- *Meet Sir Hammerlock.*
- *Give Hammerlock Claptrap's eye.*
- *Wait for power.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
3	$12	321	Shield (White)

**Money and XP may vary based on player's level at start of mission.*

Defending the City Gates

Follow Claptrap out the back door of the barge and onto the cliffs above Southern Shelf. This vantage point gives you a clear view of the glacier's terminus with the gated town of Liar's Berg on the left and the frozen sea in the distance. Claptrap makes his way down the icefall with all the grace that can be expected of a blind mono-wheeled robot. Take a moment to appreciate the view, then hop down after him. Use your new weapons to blast the bullymongs that meekly threaten your progress and make your way to the gate.

Liar's Berg's lone resident, the scholarly blueblood Sir Hammerlock, agrees to come out of his safe house only if the Vault Hunter—that's you—promises to lay waste to the bandits attacking his town.

Reload your weapon and advance along the snow-covered road, opening fire on the Marauders that appear. Take out the ones on the left first, then sweep to the right and mount the hill near Fillion's Bed, Breakfast & Bullets inn and the generator. Several Brat Bullymongs will leap down from the cliffs and attack. You can stand back and watch as the Marauders and Brat Bullymongs turn their aggression toward one another, but doing so will likely cost you XP. Instead, continue to pepper the Marauders with gunfire to deliver the fatal shots yourself before the beasts effectively steal those kills from you.

Descend the cliff and head left toward the Liar's Berg gate and introduce the bullymongs to your shotgun.

Stick to the hill near the generator and try to kill as many Marauders as you can before the bullymongs do.

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Stay up on the hill and shoot at the brawling Marauders and Brat Bullymongs with your pistol and switch to the shotgun you obtained in the barge if anything gets too close. It's possible to earn more Badass Ranks here by scoring headshots for critical kills if your aim's good enough.

Apparently these Marauders want to meet your new shotgun, too.

With the battle won and the town secure, follow Claptrap to Sir Hammerlock's electric fence. Stand back and wait for your robot companion to open the gate, then hand over Claptrap's eye. Take a moment to scout around Sir Hammerlock's house for loot, then follow him to the center of town. He'll fire up the generator so you can make use of the vending machines and Fast Travel Station. The Bounty Board still doesn't work, but you can speak with Sir Hammerlock to receive and turn-in quests.

He spared you a nasty shock. What hospitality! Now, give him the eye.

CLAIM YOUR XP

It's one thing to allow a Brat Bullymong to kill a Marauder, but try not to allow the opposite to happen. Brat Bullymongs are worth more XP and you don't receive any "partial credit" if a Marauder deals the fatal blow. By all means, let them soften each other up, but try to always deliver the final shot, especially against the larger, more XP-rich targets.

OVERTIME PAY

Optional Missions Available

Speak with Sir Hammerlock upon completion of "Cleaning Up the Berg" to gain access to the first of several optional missions that can be completed before undertaking the next story mission, "Best Minion Ever."

- *This Town Ain't Big Enough*
- *Handsome Jack Here!*
- *Bad Hair Day*
- *Shielded Favors*
- *Symbiosis*

Although you don't need to complete all of the optional missions right away (or ever), we recommend handling "This Town Ain't Big Enough" now to unlock the "Bad Hair Day" mission, which can net you a sniper rifle. It's also worth completing a few quests at this time to level up to level 5 and unlock your character's Action Skill before taking the fight to Captain Flynt and his henchmen. Those looking to fully explore the world of Pandora should consider tackling the "Symbiosis" mission, which is the only mission that leads you to Southern Shelf Bay.

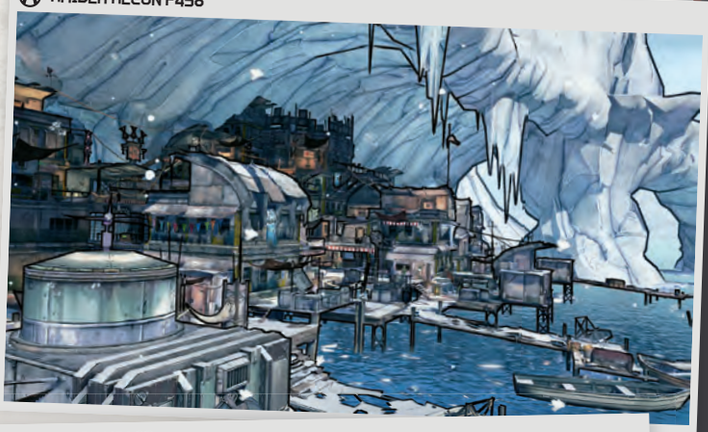
"Liar's Berg is the central hub for the intro of the game that provided a safe haven after the player rescues it, as well as a place to buy and sell loot. It provided the same basic structure of Fyrestone, but with NPCs you interact with!"

– ZACH FORD, LEVEL DESIGNER

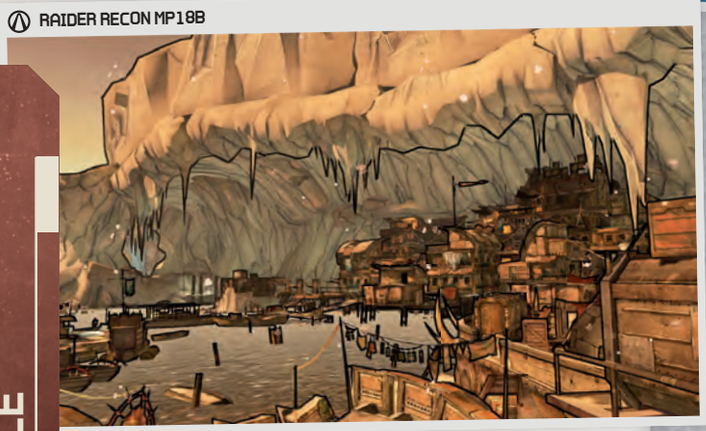
ABOUT THOSE SIDE MISSIONS...

Each of the hundred-plus optional missions in Borderlands 2 are alphabetically detailed in the "Overtime Pay" section at the end of the walkthrough—complete with requirements, rewards, strategies, and other tips. Reference this section whenever you feel like wandering off the beaten path.

RAIDER RECON F458



RAIDER RECON MP18B



The Districts of Southern Shelf Bay

LOCALE	LIMITED ACCESS?	FIRST VISIT
Blackburn Cove	No	"Symbiosis" optional mission.
Ice Flows	No	"Symbiosis" optional mission.
Ebonfloe	No	"Symbiosis" optional mission.

Cult of the Vault

1

Locate the remains of the ship on the southern edge of the Ice Flows area and carefully hop onto the starboard rail. The Cult of the Vault symbol is on the side of the boat, between the two windows.

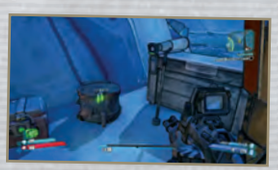
2

The second Cult of the Vault symbol is on the rear of the easternmost building in Blackburn Cove, facing the ice. It's really hard to access, but you can leap up to discover it.

I Can See Your Corpse From Here!

1

Head east across the river (see Vault Hunter on a Wire Challenge) and up the hill to the New-U station and several loot containers. The first telescope is on the right. Pay the $5 to use it.



2

Make your way across the flotilla of boats and docks that arc around Blackburn Cove to the south. The second telescope is on the southwestern-most boat.

3

Continue across the string of boats to the large ship to the southeast. Fight your way up the ladder to the captain's house to find the telescope pointing ashore.

4

The fourth telescope is on the uppermost level of Blackburn Cove, just outside the bar where Midgemong is hiding during "Symbiosis."

Vault Hunter on a Wire

To get to Blackburn Cove via tightrope, all you have to do is run across the outstretched chain to the other side instead of using the floating platform. Unlike the power lines and other cables you see around Pandora, this particular chain is sturdy enough to walk along. You will receive credit for this Challenge whether you move the platform to the near shore or leave it where it was before crossing.

Additional Challenges

Midge-Mong Has No Friends: Kill Midgemong and his rider before they summon backup (see "Symbiosis" optional mission for details).

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SOUTHERN SHELF BAY

When Captain Flynt's men need to take a brief break from murdering and pillaging, they head to Southern Shelf Bay. Once you get past the bullymongs, the shantytown known as Blackburn Cove has everything a growing bandit needs: alcohol and exploding barrels.

Southern Shelf Bay, a frigid offshoot far removed from where any law-abiding citizen of sound mind would venture, lies beyond a narrow canyon to the south of Gateway Harbor. This sprawling region is dominated by water, icebergs, and the wreckage of ships that ran afoul of said icebergs. Much of Southern Shelf Bay is home to all manner of bullymongs, ranging from Monglets to monstrous Badass Bullymongs. Their dens line the bay and they are intensely territorial. Flocks of insufferable Rakk glide along the polar winds, patiently waiting for an opportunity to dive-bomb hapless prey. The region's lone populated area, Blackburn Cove, is home to a variety of Marauders, Psychos, and Midgets, making it 'populated' only in the loosest definition of the term.

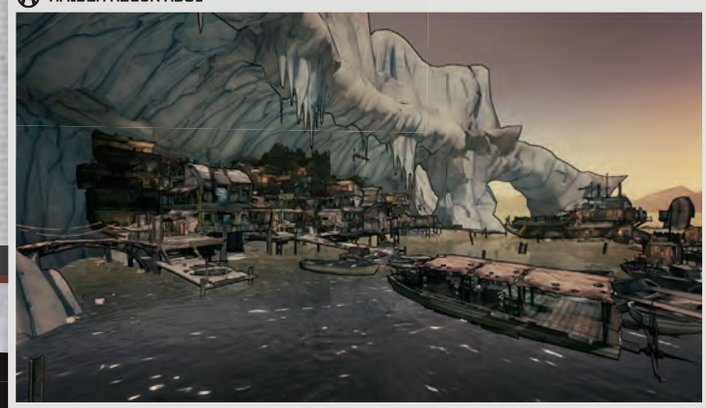
Dangerous Beasts

ENEMY
Bullymongs
Rakk
Marauders
Psychos
Midgets

High Value Targets

ENEMY	FAMILY
Midgemong	Bullymong

RAIDER RECON RB01



BEST MINION EVER

GET TO CLAPTRAP'S BOAT.

MISSION BRIEFING

After Handsome Jack left you for dead in Windshear Waste, you escaped the cold and met a CL4P-TP General Purpose Robot—the last of his kind on Pandora. He has enlisted you as his minion: you are to help him kill Jack, destroy the Warrior, and save Pandora. Now that his minion is well-armed and raring for a fight, Claptrap feels it's time for you and him to head to Sanctuary—the last free town on Pandora. To do that, you'll need to steal Claptrap's boat back from the nefarious Captain Flynt. One obstacle stands between you and Flynt, however: Flynt's henchman, an explosives expert named Boom Bewm.

MISSION OBJECTIVES

- *Grab Claptrap.*
- *Escort Claptrap to his ship.*
- *Defend Claptrap.*
- *Murder Boom Bewm.*
- *Proceed to Captain Flynt.*
- *Use cannon to destroy gate.*
- *Catch up to Claptrap.*
- *Find Flynt.*
- *Defend Claptrap.*
- *Hoist Claptrap.*
- *Murder Flynt.*
- *Board Claptrap's ship.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
5	$15	724	-

**Money and XP may vary based on player's level at start of mission.*

Escorting Claptrap

Talk to Claptrap, then escort him out of Liar's Berg and down the slope to Gateway Harbor. He will point out the telescope on the cliff before continuing down the hill to a small group of bandits. Detonate the gas tank to set off a chain reaction of smaller explosions, killing most of the enemies in the area. One of these foes—a Marauder or Psycho—will drop an ECHO Recorder that initiates the "Handsome Jack Here!" optional mission.

Spot the small gap in the fence just beyond the New-U station and take a moment to scan the area beyond the pillars. Look for the barrels in the area and open fire on one of them whenever a Marauder gets within range. The explosion effectively signals an alarm to the Marauders and Psychos lurking inside the various houses. Shoot the other barrels in the area as the enemies emerge from their hiding places to make quick work of the situation. Stay near the entrance to the camp and use the Hyperion container and the main pillars that form the boundary for cover. Any Psychos present will likely charge your position, so make sure you're not in a confined space when they attack—it's best to back out of the camp and around the corner so you can focus on them without being shot by others.

Use the elemental barrels to initiate the battle, then target the others when reinforcements exit the houses.

Get in the habit of using your Action Skill whenever tougher foes join the battle.

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Collect the loot from the camp and find Claptrap near the drawbridge. Stick by his side just long enough so he begins to work the bridge controls, then quickly back away. A pair of Suicide Psychos attacks as soon as the second half of the bridge is lowered into position. You can shoot the grenades out of their raised hands, but this requires some expert aiming (and the grenades will still detonate). Consider lobbing a grenade of your own just as soon as the bridge slams into position. Cross the bridge and drop off the far side.

"After Liar's Berg, players have enough information to make their own decisions. So, we wanted to provide them with the option of going straight to battles with Boom and Flynt, or taking a breath and exploring the world."

– ZACH FORD, LEVEL DESIGNER

PERSONNEL FILE Z3011

SIR HAMMERLOCK

Characteristics:
Dapper; Gentlemanly; Mustachioed; Obsessive compulsive

Threat Level:
Low (Dangerous, but only toward wildlife)

Intel Report:
Hunter, scholar, and grower of fine mustaches, Sir Hammerlock has come to Pandora to compose an almanac cataloging the savage planet's flora and fauna. Unfortunately, Pandoran wildlife doesn't take well to being catalogued, which explains why half of Hammerlock's limbs are cybernetic replacements. Still, even the odd de-limbing won't stop this guy's quest for knowledge: rather than heading into the field himself, he'll just have to pay some go-getting, morally indifferent mercenaries to study (and, more often than not, kill) the creatures of Pandora on his behalf.

A lift on the far side of the drawbridge makes it possible to return the way you came, should the need arise. Gateway Harbor did have its share of bandits, but Claptrap has led you deeper into the lion's den. The closer you get to his ship, the sooner it is to an inevitable showdown with Captain Flynt and his bloodthirsty crew. But first you need to get past his first mate…

BOOM ...and His Brother Bewm

Boom's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
5	—	1	Super Badass	Head	☣ / 🔥

Bewm's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
5	—	1	Super Badass	Head	☣ / 🔥

The battle begins with Boom mounting the cannon he has so affectionately named Big Bertha. This massive weapon fires a two-shell burst that deals heavy damage across a moderately wide splash area. The only way to get Boom away from the cannon is to substantially damage—but not destroy—Big Bertha. Fire on Big Bertha until its health meter has just one-fourth of its initial health to flush Boom out of the gunner's seat. When attacking Big Bertha, note that you must only aim at the very large gray cannon underneath Boom; you do not need to aim for Boom or any singular part of the cannon to damage it. Whether or not you should immediately focus on Big Bertha is up for debate…

Big Bertha takes roughly five seconds to reload between firing in a two-round burst. These shells have no homing capabilities and, thanks to Big Bertha's slow turning radius, can be easily avoided by strafing back and forth across the battlefield. Another option is to take cover behind the red and white fin sticking out of the snow nearby where you enter. Let the cannon's shells explode against the metal barrier, then step out from cover and open fire on Big Bertha.

Boom's brother, Bewm, a shotgun-toting Midget with a jetpack, is your only nearby threat when the battle begins. His shotgun packs such a punch that the recoil knocks him onto his back with each pull of the trigger. Suffice it to say, he's not much of a threat so long as you manage to keep at least a few steps away from him. Killing Bewm isn't particularly difficult, but his death causes an endless stream of Psychos to enter the battlefield. Whether or not you want to deal with those Psychos while Boom is still firing Big Bertha at you is largely dependent on the class you're playing. For most classes, it's wise to destroy Big Bertha first, then quickly eliminate Bewm. The Psychos that enter the fray give you something weak to kill should you need a Second Wind.

CHALLENGE!

MAKE BOOM GO BEWM

Complete this Challenge by not getting hit by Big Bertha's artillery shells. The cannon takes roughly five seconds to reload between shots and can't track the player laterally on the fly, making it possible to destroy it by simply staying on the move. Another option is to take cover behind the red and white metal fin sticking out of the snow, then step out and fire on the cannon while it reloads. That fin will absorb the entire shell blast.

Consider the following techniques for completing "Make Boom Go Bewm" with each class:

Axton: Take cover behind the red and white fin and quickly kill Bewm. Deploy the Sabre Turret behind cover to fend off the Psychos so you can concentrate on Big Bertha and then, once the cannon is out of commission, Boom.

Maya: Use Phaselock to deliver large amounts of instantaneous heavy damage to Big Bertha while peppering Bewm with gunfire as needed. Flush Boom out of the cannon then Phaselock him, buying some time to finish off Bewm and/or deal with the Psychos.

Salvador: Focus your attacks on Big Bertha while resisting the urge to activate Gunzerker until Boom has been flushed from the cannon. With the cannon out of service, quickly turn and kill Bewm, then unleash Gunzerker to cut down Boom and any Psychos that attack.

Zero: Take cover from Big Bertha and use Deception to lure Bewm away from you. Wait until Deception has almost expired, then shoot Big Bertha for heavy damage. Kill Bewm and continue to use Deception to finish off Big Bertha and Boom.

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Once loose on the battlefield, Boom attacks primarily with a shotgun and by using his jetpack to move quickly around the area. Boom has considerable armor and a large health pool, so it can take some time to kill him if you're wielding underpowered guns (another reason it pays to complete optional missions as they become available). Though impressive in both flight and resiliency, Boom is mortal and has the same weaknesses as others who bleed: headshots.

MOD THOSE 'NADES!

Boom and Bewm drop your first Grenade Mod. Equipping a Grenade Mod can turn an ordinary frag grenade into something so much more. Grenade Mods come in myriad flavors and can make grenades bounce, stick, shoot fountains of flame, break into smaller grenades, and even transfer health back to the player. Check the "Marcus Munitions Monthly" section of this book for full details.

The path leading beyond the Wreck of the Ice Sickle is gated shut. Fortunately, you didn't completely destroy Boom's cannon. Gather up the loot in the area, then follow Claptrap's advice and climb into the gunner's seat. Blast the gate with the cannon, then keep on firing at the dozen or so Psychos and Marauders that funnel through the open gate. They'll attack in multiple waves that just so happen to coincide with the cannon's reload speed. How convenient!

There's no need to wait for Claptrap to give the all-clear—fire when ready!

INTEL FILE B13K1

BOOM BEWM

Characteristics: Love explosives

Threat Level: High (explosives)

Intel Report:
Captain Flynt's lieutenant "Boom Bewm" is actually a duo of bandit brothers: a demolitions expert named Boom, and a terrifying midget "rocket enthusiast" named Bewm. The confusion stems from the fact that the two are so utterly inseparable that it's easier to just refer to them as one entity.

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Rescuing the "Master"

While it may have been fun to blast Claptrap with Big Bertha (okay, it definitely was) you've only served to launch him directly into the enemy stronghold. Now you must rescue him from serving as the honorary punching bag for Captain Flynt's crew! Fortunately for him, you were headed in that direction anyway.

INFLAMMATORY SCHLAMMATORY

It's rare to make it more than a few steps into The Soaring Dragon without laying hands on an Inflammatory Aegis pistol, if not two or three. Although the fire weapon is exceptionally effective against flesh-based enemies like Marauders and Psychos, it consumes two rounds of ammunition per shot fired. As if that wasn't bad enough, it often has a low magazine size and slow rate of fire, making the double ammo cost that much harder to justify.

Take a moment to eliminate the bandits and Rakk near the yurt set up on the ice floe, then approach the large gate to the left. Have your Action Skill ready for deployment and put it to use the moment the gate opens, as several Killer Marauders are bound to attack. Advance slowly and fix your sights on the barrels up the hill beyond the gate. Sneak behind the buildings on the left, along the edge of the ice, to avoid walking straight up the main path into harm's way. The Soaring Dragon area is crawling with all manner of human enemies and it pays to seek out spots where you can't be surrounded. Sticking to the far-left edge allows you to get the drop on the next wave of enemies, located shortly beyond the second elemental barrel. Loot the contents of the chest on the left, just before reaching the ladder.

By hugging the left-hand edge of the path leading north, you eliminate any chance of being surrounded.

Climb the ladder and put your Action Skill to use to quickly gain the upper hand on the enemies guarding the main path near the open gate. This is the perfect spot to use a bit of cunning to draw enemy attention to one position and attack from another. If playing as Axton, consider lobbing your Sabre Turret down onto the ground near the gate while firing from above. Similarly, if you have a human ally playing alongside you, this is a great spot to divide and conquer!

Climb the ladder to gain an elevated advantage over the enemies beyond the gate!

Continue under the overhanging ice past the New-U Station and scour the area for lootable containers as you make your way to the supplies banner. Target the barrel on the deck beyond the tent and wait for the two enemies to exit the house before considering the area secure. Although an Explosive Barrel will just kill the enemy patrolling the deck, an Incendiary Barrel will burn long enough to also destroy the reinforcements as they come to aid their brother-in-arms.

The enemy patrolling near the barrel isn't alone; he's got a couple of buddies inside the house, too!

Sell off all those unwanted guns you're undoubtedly carrying and see if Dr. Zed's vending machine has a better shield for you. Numerous enemies are gathered around the campfire just beyond the overhead walkway up ahead. Take cover under the bridge while you dispatch the opposition on the lower level, then loop up the slope on the far left side of the bridge and eliminate the remaining foes from the cover above the ramp.

By now, the sounds of Claptrap's pleas for restraint will be all too clear. Continue around the northern end of the area to where three of Flynt's thugs are beating on Claptrap. Take them out, then regroup with Claptrap to continue on together.

It's time to show those thugs how dangerous a Minion you can be!

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Minion! Ascend!

Stick close to cover when dealing with Badass Marauders so you can reload in safety.

Claptrap is more than happy to show you the way to Flynt, just as soon as you defend him against the mass of Marauders and Psychos lying in wait near the campfire up ahead. Claptrap will run and hide—there's no need to worry about him (not that you would anyway). Quickly take cover around the corner behind one of the huts and eliminate any Psychos or Midgets that charge your position. The main threat typically comes from the enemies on the elevated walkway beyond the campfire. Stick behind taller cover until all of the ground-based enemies have been eliminated. Take aim on the elemental barrels on the upper walkway and stairs to kill those you can and bounce a grenade or two off the walls to hit those behind cover.

Join Claptrap at the base of the stairs, where he's forced to wait while you make your way to the crane's controls up on top. Climb the stairs to the interior of the freighter and quietly slip up the second small set of stairs on the right toward the toilet. Fire a shot into the distance to draw the enemy's attention and wait for reinforcements to exit from the left and right-hand doors. Quickly target the barrels on either side of the area near the generator to lay waste to the lot of them.

Kill the enemy on patrol, then target the other barrels as the reinforcements arrive.

Follow the brightly-lit arrow up the ramp to the next level and duck hard to the right to enter the crew's quarters to find a big chest and a number of lootable containers. Proceed along the left-hand walkway to draw a number of distant enemies out of hiding—they'll literally blow the walls down and attack beyond a large gap in the floor. Start the fight by shooting the enemy near the barrel on the left or the ones to the right, then duck left along the wreckage to stay clear of the crossfire. Stick close to the stairs you ascended and put your Action Skill to use here. Don't advance along the narrow walkway until you've at least lobbed a few grenades at the enemies up ahead.

Loot the numerous toilets in the area and run up the stairs toward the crane's lever. Take a minute to explore the oft-overlooked upper level of the freighter to find the Cult of the Vault symbol and a chest, then raise Claptrap and follow him up to the deck of the ship. Stock up on ammo at the vending machine.

With one pull of this lever you'll single-handedly help Claptrap overcome his nemesis: Stairs!

> *"Everything we did for Borderlands 2 we wanted to 'level up.' The freighter is a prime example. What might've been mistaken as just a set piece for the skybox, the player gets to actually explore and fight through. The combat was a challenge since you're zigzagging through a vertical space, but in the end we're pretty excited about how the freighter turned out."*
>
> **– ZACH FORD, LEVEL DESIGNER**

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CAPTAIN FLYNT

Burn, Baby Burn

Captain Flynt's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
18	TVHM: 1	2.5	Super Badass	Head	— / 🔥

Captain Flynt emerges from the wheelhouse of the doomed freighter and takes up position atop a wooden platform overlooking the deck of the massive ship. Flynt, like any respectable captain, isn't about to get his hands dirty unless absolutely necessary. And in this case, it means a number of Badass Marauders and Killer Marauders are set to attack. Stick to the far end of the ship, away from Captain Flynt, and pepper him with long-range attacks while you put down the initial wave of Marauders. Gradually advance across the deck as each enemy falls while continuing to take shots at Flynt.

The deck of The Soaring Dragon contains multiple fire grates that will periodically erupt in flaming geysers. Make a point of staying clear of these panels, unless you absolutely need to pick up an Insta-Health or ammo that gets dropped on them. Instead, stick to the solid decking or even the small landing atop the stairs on the side of the ship.

Captain Flynt will soon erupt in flame and leap down from his perch. In addition to firing a Fire-imbued pistol and wielding a hefty warclub that he uses for lunging melee attacks, he also has a deadly Dragon Breath attack that must be avoided. While aflame, Flynt will also reflect your bullets back at you. His suit of fire will periodically become extinguished, as if to lure you closer to him, only so he can rear back and let out a mighty scream that reignites his suit and sends a shockwave of fire out in all directions.

FIREPROOF

CHALLENGE!

Gain an additional Badass Rank by defeating Captain Flynt without ever being hit by his Dragon Breath attack. To do this, you must stay out of range of the flaming shockwave that radiates outwards from him when he lets out his fiery roar. One way to ensure you're safe from this attack is to run up the slanted wall of the tower to the area just below the wooden platform where he initially appears. You'll still be vulnerable to gunfire and other ranged attacks, but at least you'll be safe from his Dragon Breath attack—and the Burning Psychos!.

Consider the following techniques for completing "Fireproof" with each class:

Axton: Use the Sabre Turret to fend off the Marauders and Burning Psychos while you focus on Captain Flynt. Lob grenades at him and continue to fire on Captain Flynt. Keep moving and collect as many ammo pickups and Insta-Healths as possible. Continue to deploy the Sabre Turret at every opportunity.

Maya: Use your Phaselock ability to aid you in fending off the initial Marauder attack, then climb the slanted surface to get away from the Burning Psychos. Trap Captain Flynt in Phaselock and open fire with your most powerful gun, so long as it's not a fire elemental. Continue to Phaselock Captain Flynt over and over.

Salvador: Activate Gunzerker as soon as the Marauders make their appearance to get through the initial scuffle unscathed. This also enables the Gunzerker cooldown to end right about the time you need it most. Maintain a safe distance from Captain Flynt while following him around the deck. Try equipping two weapons with large magazine sizes to get the most out of your Gunzerker ability.

Zero: Deploy Deception to grab the attention of the Marauders at the start of the battle and open fire on Captain Flynt with a single sniper shot just before the timer expires. Continue to use Deception to keep the Burning Psychos off your tail while hammering Captain Flynt with single, powerful rifle shots.

INTEL FILE Y73RJ
CAPTAIN FLYNT
Characteristics:
Bandit leader; Territorial; Sets things on fire
Threat Level:
Very High (with all the fire)
Intel Report:
Captain Flynt is the brother of the deceased bandit king known as Baron Flynt (evidently, the Flynt family is really into first names that sound like titles). This sadistic jerkbag pretty much runs the Southern Shelf now—or what's left of it, anyway. He and the last Claptrap also have a history: Claptrap stowed away on Flynt's ship, so Flynt enslaved him. Claptrap then led a failed revolution (as he's wont to do) against Flynt, which is likely why he was hiding in Windshear Waste.

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Even though his first mate and top lieutenants are all dead, Captain Flynt isn't about to fight alone. A steady stream of Burning Psychos enters the fight from a bay door at the base of the tower where Captain Flynt was originally standing. These Burning Psychos are slightly resistant to fire attacks—naturally—and pose a significant threat at melee range. They don't attack with guns, but are skilled hatchet throwers and can inflict harm from afar, as well. Consider running up the slanted surface of the tower to the area just beneath the wooden platform where Captain Flynt initially stands. You'll be exposed to ranged attacks in this position, but be completely safe from the Burning Psychos' melee attacks, as well as Flynt's Dragon Breath attack.

FLYNT'S TINDERBOX

Good for Starting Fires

ATTRIBUTE	RATING
Damage	18
Accuracy	84.8
Fire Rate	3.3
Reload Speed	3.0
Magazine Size	40
Burn Dmg/Sec	13.0
Chance to Ignite	24.0%
- Consumes 2 ammo per shot	
- Highly effective vs Flesh	

**Actual stats and modifiers may vary; weapon can also carry other attachments.*

BANDIT

With Captain Flynt dead, there's nobody left to keep Claptrap from reaching his boat. Follow the 'bot through the room at the base of the tower and out onto the ship's stern. Cross the gangplank to the suspended boat and talk to Claptrap to complete the mission. Simply interact with the transition to Three Horns Divide at the bow of the ship to continue on your journey.

DRAGON SLAYER

You've left the safety of Liar's Berg, endured countless Marauders and Psychos (not to mention Claptrap's company), and bested Boom (and his brother Bewm) along with Captain Flynt. Well done, Vault Hunter!

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THREE HORNS DIVIDE

So named for its three stone crags, Three Horns is one of the many lovely places on Pandora that no living being should ever visit. Rife with bullymongs and Bloodshot Bandits, Three Horns has marked the end of many a traveler's journey. Countless lost souls have frozen or bled to death in the snow, mere miles away from Sanctuary's gates.

Three Horns Divide contains a barren expanse of snow-covered mountains and ice-lined caves that form a figure-eight of sorts. Ringed by mountains to the east and precipitous cliffs to the west, the landscape is prone to induce bouts with claustrophobia in its visitors. In stark contrast to the relative safety and calm of nearby Sanctuary, Three Horns Divide is a place of lawlessness where all of man's—and nature's—basest instincts prevail. Multiple bandit gangs have established elaborate compounds throughout western Three Horns Divide, most notably at The Drydocks and Windblock Camp. The familiar bullymongs are also in abundance, particularly in the lengthy cave that runs beneath the snow along the eastern side of the region, but they are not alone. A small den of Skags resides in a pit not far from the city gates. And if that doesn't sound like a good enough reason to mind your step, the area's lone plant, the Stinging Cacti use their innate electrical current to zap, sizzle, and fry anything caught nearby once they've been disturbed.

The Districts of Three Horns Divide

LOCALE	LIMITED ACCESS?	FIRST VISIT
Fishguts Outpost	No	"Road to Sanctuary" story mission.
Thirty Below	No	"Road to Sanctuary" story mission.
Snowbound Crossroads	No	"Road to Sanctuary" story mission.
Marrowfield	No	"Road to Sanctuary" story mission.
Windbreak Camp	No	"Road to Sanctuary" story mission.
The Drydocks	No	"The Ice Man Cometh" optional mission.

Dangerous Beasts

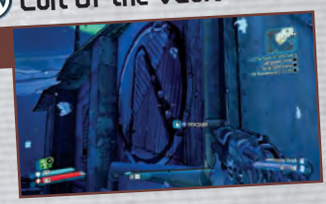
ENEMY FAMILY
Bullymongs
Rakk
Skags
Marauders
Psychos
Nomads

High Value Targets

ENEMY	FAMILY
Boll	Marauder
Savage Lee	Psyxho

Cult of the Vault

1



This symbol is on the back of the southernmost shack in Windbreak Camp. Enter the camp and head to the left. Access the symbol via the walkway on the left-hand side.

2

Spot the dilapidated billboard near the southern entrance to Three Horns Valley. The Cult of the Vault symbol is on the rear of the sign. Climb up the tilted beam to reach it.

3

Fight your way to the rear of The Drydocks area in the western part of the region. The Cult of the Vault symbol is on the wall at the northern corner.

Additional Challenges

Man's Best Friends: Kill Boll without hurting any of his poor snow Skags (see "In Memoriam" in the optional missions section of this book for details).

RAIDER RECON GP10A

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TO TUNDRA EXPRESS
TO SANCTUARY
SNOWBOUND CROSSROADS
TO THREE HORNS VALLEY
THE DRYDOCKS
BOLL
THIRTY BELOW
TO FROSTBURN CANYON
MARROWFIELD
WINDBREAK CAMP
TO SOUTHERN SHELF
FISHGUTS OUTPOST

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THE ROAD TO SANCTUARY

GO TO SANCTUARY.

MISSION BRIEFING

Sanctuary. The last free city on Pandora. Within its walls, you will find Roland, the leader of the resistance against Handsome Jack. You'll also find safety, comfort, and at least a few people whose primary mode of communication isn't delivered through the barrel of a gun.

MISSION OBJECTIVES

- *Go to Sanctuary.*
- *Use Catch-a-Ride.*
- *Get Hyperion adapter.*
- *Install Hyperion adapter.*
- *Get vehicle.*
- *Jump gap.*
- *Find Corporal Reiss.*
- *Kill Reiss's attackers.*
- *Get power core.*
- *Bonus: Kill 20 Bloodshots.*
- *Contact Lt. Davis.*
- *Deliver power core.*
- *Remove power core.*
- *Install power core*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
6	$19 ($118 with Bonus)	948	Assault Rifle (Green) or Shotgun (Green)

**Money and XP may vary based on player's level at start of mission.*

Hack-a-Ride

You set sail with Claptrap, bidding an anxious farewell to the frozen lands of Southern Shelf, only to dock in the equally frigid and ice-covered region known as Three Horns Divide. So much for dreams of warmer climes… Exit the ship and strike out on foot toward the canyon beneath the bridge just as a vehicle quickly speeds across the span, only to turn and fire its rockets at it. Judging by the ECHO communications you overhear, those rockets came from one Corporal Reiss, a member of the Crimson Raiders who is actively trying to keep the bandits from reaching Sanctuary. Little did he know a Vault Hunter also needed to get across that bridge. Looks like you're going to have to jump it!

Fight your way past the bullymongs as you ascend the path leading from the ferry dock up to the Catch-a-Ride and vending machines atop the hill. Catch-a-Ride machines can be used to deploy vehicles on command, but this one has been locked down so the bandits can't use it. The Guardian Angel can't override the system since it's not part of the Hyperion network, but she's detected an inactive Hyperion 'bot in the nearby camp. If you can get the Hyperion adapter from it, she just might be able to hack the Catch-a-Ride for you.

The Catch-a-Ride was deactivated, but the Guardian Angel has a plan.

MAKIN' IT PURPLE RAIN

Keep on the lookout for purple loot drops that resemble a flat bar. This is Eridium, the most precious commodity on Pandora and a highly sought-after alternate currency that is traded on the black market. Never pass on the opportunity to add to your Eridium stockpile! You'll be able to use your Eridium to buy additional equipment slots for your backpack, increased ammo capacity, and more!

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Take a moment to outfit yourself with some proper gear (and sell off the wealth of weapons you scrounged from The Soaring Dragon) at the vending machines, then head north through the massive skull to Fishguts Outpost. This bandit camp is crawling with enemies, most notably a foe known as a Nomad. Nomads come in various forms, but they're all very large and possess a much higher health pool than your average Marauder. Some (Badass Nomads) even carry a heavy shield in front of them that can be very difficult to shoot around. You aren't likely to encounter any shield-carrying Nomads initially, but if you do, it's best to use your Action Skill or hit them with an elemental weapon that will at least inflict a status effect on the enemy, even if the initial bullet doesn't hit flesh. And if that fails, lob a grenade!

Phaselocked Nomads have no defense for the fiery goodness that is Flynt's Tinderbox!

Stick near the entrance to the camp to avoid being surrounded and open fire on the various elemental barrels scattered around the camp. Soften up the Psychos to make for a quick Second Wind should you need it, but focus on the Nomads and Crazed Marauders. The latter are particularly adept at using cover and can be tricky to flush out of hiding without the assistance of an Action Skill or grenade.

Raid the chest and containers on the edge of the cliff, then locate the inactive Hyperion 'bot at the rear of the camp. Retrieve the Hyperion Network Adapter and return to the Catch-a-Ride. Once the adapter has been installed, the Guardian Angel will be able to bring the system online. Now you can use any Catch-a-Ride on Pandora, starting with this one. Deploy the Light Runner of your choice—heavy machine gun or rocket launcher—and jump the gap in the bridge to continue toward Sanctuary!

Pilfer the Hyperion Network Adapter from the remains of the inactive bot in the bandit camp.

Line the Light Runner up with the bridge and accelerate off the ramp to clear the gap.

INTEL FILE D2C43

HANDSOME JACK

Characteristics:
Narcissistic; Delusional; Sadistic; Has a fake face

Threat Level:
Unbelievable (he kills children for sport)

Intel Report:
As the recent CEO of the manufacturing conglomerate Hyperion Corp, Jack has everything a man could want—charm, intelligence, immeasurable wealth, and an army of gun-toting robots to obey his every command. Just one problem: the guy's kind of a psychotic, mass-murdering douchebag. A few years ago, Jack leveraged the might of Hyperion to wrest control over most of the planet and has been terrorizing the population in the name of bringing "peace" to Pandora. Of course, we're gonna take Jack's peace and show him exactly where he can shove it.

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Steer the vehicle into the icy tunnel on the left and open fire on the hordes of bullymongs that make their den here. So what if this is their home; there be XP beneath that fur! And loot! Practice using the Light Runner's turbo and power-slide features and open fire with the hood-mounted machine gun. The vehicle's secondary weapon is mounted on a turret and can be aimed in full 360-degrees, even while driving. Drive your way northward through the tunnel, deep beneath the snowy plains above (this is why the minimap isn't being completely revealed to the east and west). Exit the tunnel's northern terminus and continue north across the plains.

Don't be afraid to open fire with both weapons at once!

Storming the Gates of Sanctuary

Pilot the Light Runner across the undulating plains as you continue north across Three Horns Divide toward the gated city of Sanctuary. Those looking to squeeze every drop of XP out of Pandora's inhabitants should slide some donuts in the fetid pit to the right of the signs for Sanctuary, as there are certain to be a bevy of skags living there. Either way, hang a right at the intersection and follow the signs (and the waypoint on your minimap) straight ahead to Sanctuary's gate.

POWER-SLIDING TO FREEDOM

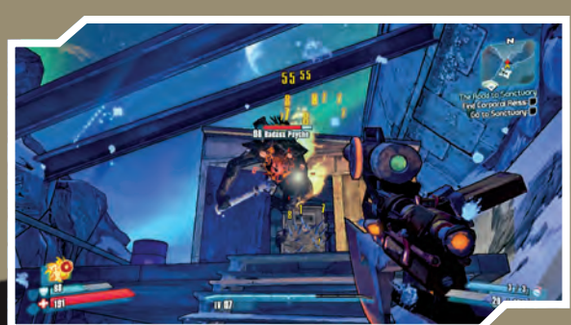
Don't worry if you drive the vehicle off a jump and happen to get it wedged between a few rocks. Although it might seem like you can't go anywhere, just let off the accelerator for a moment, then hold the handbrake, apply some reverse throttle, and steer to slide out of the trap. This is rarely necessary as Scooter has made it almost impossible to get one of his vehicles stuck, but it can sometimes save you from having to hoof it back to the nearest Catch-a-ride.

A CAR'S LIFE

When driving a vehicle, your health meter is replaced by your vehicle's armor meter. Vehicles level up with you, so the higher the driver's level, the more damage the vehicle can withstand. Vehicles have an auto-repair mechanism that will activate if you can avoid damage for approximately 10 seconds. If its armor meter hits zero, your car will explode, ejecting its occupants in a very violent and definitely unsafe fashion.

BADASS LOOT CHEST

Assuming you don't mind a bit of a challenge, it's worth exploring the multi-level bandit camp under the suspended ship. The uppermost house contains a valuable weapons cache hidden behind a locked door. That door will be automatically kicked open by a Badass Psycho and Badass Nomad as you ascend the stairs toward it, so be ready. Quickly retreat down the stairs and use the existing elemental barrels, grenades, and your Action Skill to defeat them. You may even want to return to the relative safety of your Light Runner and use its turret against them.



Park the Light Runner in the middle of the street and open fire on the Bandit clamoring for entry at the gate—you're going to want to make sure the coast is clear before trying to use the intercom. Swap seats inside the Light Runner to manually mount the gunner's seat in the turret, as this will allow for greater precision when aiming thanks to the turret's zoom controls. This is particularly helpful when aiming at enemies behind cover, as you fire with near-pinpoint accuracy!

Switch to the gunner's seat and clear the buildings outside the gate of enemies.

With the coast clear, exit the vehicle and use the intercom to speak to Lt. Davis who promptly patches in Roland, the leader of the Crimson Raiders. He can't let you in—yet—because one of his men, Corporal Reiss, has gone missing while searching for a replacement Power Core for the city's shield. He'll not only let you into Sanctuary, but promises to welcome you into the Crimson Raider resistance, too; that is, *if* you can find Corporal Reiss and retrieve the Power Core.

Hop back into your vehicle (or spawn a new one near the intercom outside the gate) and head southwest. Take a left at the Fast Travel Station and Catch-a-Ride and continue along the road toward the icefall in the distance, then make a hard right-hand turn toward the ship perched atop the shacks.

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There's a ladder that leads up onto the deck of that ship. You can probably see your house from there.

Continue west toward the bullymong dens and burning cars beyond the suspended ship. Gun down the local fauna and collect the ECHO Recorder in the middle of the path—it's from Corporal Reiss.

Corporal Reiss left this distressed ECHO Recorder on the road as he took off on foot into the Marrowfield.

STINGING CACTI

Wouldn't it figure that when you finally encounter some semblance of flora on Pandora, it would be a plant capable of killing you? Stinging Cacti are perfectly benign if left alone, but it only takes one bullet to send them sparking. Their electric current reaches out and electrocutes anything within several meters. Use this to your advantage by luring bullymongs into the Stinging Cacti's effective range, then shooting the plant.

BONUS: KILL 20 BLOODSHOTS

Bonus objectives such as this one are purely optional, but are a great way to increase the cash payout rewarded to you for completing the mission. In this case, all you need to do is keep on fighting until you kill 20 Bloodshot bandits. And if you kill every last enemy in Windbreak Camp and are still shy of the requirement, just take your time driving back to Sanctuary and kill the bandits holed up in the camp outside the gate (you'll need to give them time to respawn).

Corporal Reiss is in Pieces

Park the vehicle at either of the sets of massive tusks rising from the ground. These makeshift barriers serve to keep vehicles out, thus making it so you can continue only on foot.

Fight your way past the bullymongs—use the Stinging Cacti to your advantage—and head up the slope and around the corner to where three Bloodshots are busily delivering a massive beating to Corporal Reiss. Unlike the blows administered to Claptrap back at the Soaring Dragon, you can be assured that Corporal Reiss is suffering much internal bleeding.

Kill Reiss's attackers, as well as the pesky Rakk that dive-bomb the area (Axton's Sabre Turret is the perfect Rakk-killing tool), then speak to Reiss. A Psycho made off with the Power Core and it's up to you to get it back. The Bloodshots fled to nearby Windbreak Camp, just down the hill from where you entered the Marrowfield.

Target the Badass Psycho first, leaving the weaker units available for a Second Wind opportunity should the need arise.

Core Retrieval

There are a number of ways you can go about retrieving the Power Core, but they ultimately fall somewhere between an exhaustive, methodical approach that sweeps the area clear of loot and enemies and an approach that lures the Psycho with the Power Core right to your feet. Let's discuss the lengthier, more elaborate tactic first.

Approach the entrance to Windbreak Camp and scout the area quietly. The left-hand side of the camp is patrolled by a variety of Psychos, Marauders, and a Nomad or two. The right-hand side of the camp is empty. One strategy is to sneak in without firing any weapons, then climb the stairs on the right and raid the houses and walkways of loot. There's a very large, multi-weapon chest high above the ground on the north side of Windbreak Camp that's certainly worth the search. From this elevated position, you can rain gunfire down on the Bloodshots from deep within their camp.

Sweep the elevated part of the camp clean of loot, including the contents of this massive weapons cache!

You've got the elevated advantage, now whaddya say you pop a few barrels and get this party started?

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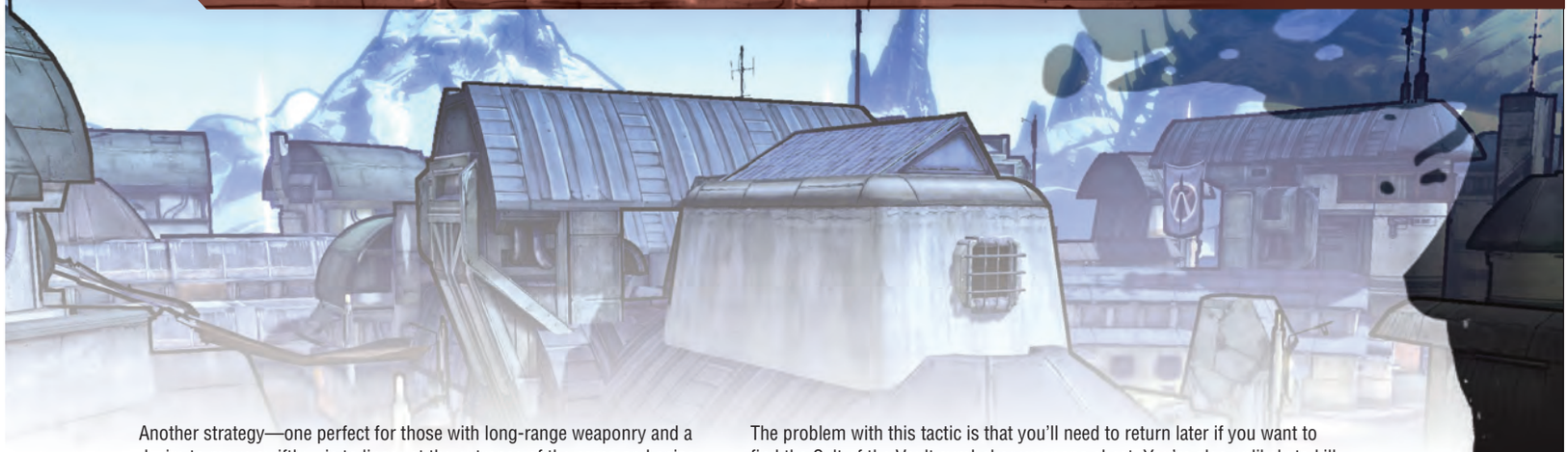


Another strategy—one perfect for those with long-range weaponry and a desire to move swiftly—is to linger at the entrance of the camp and snipe the Nomads. The Power Core is carried by the Psycho off to the far left—Corporal Reiss wouldn't lie to you. Let this nut charge near your position before unleashing your Active Skill and gunning him down at close range. Then you merely have to pick up the Power Core he drops and run back to your vehicle.

Target the Nomads to get the Psycho's attention, then gun him down near the entrance to have the Power Core delivered right to you.

The problem with this tactic is that you'll need to return later if you want to find the Cult of the Vault symbol or weapons chest. You're also unlikely to kill 20 Bloodshots and earn the extra hundred bucks for the bonus objective by employing this technique.

Return to the Sanctuary Gate and use the intercom to have Lt. Davis open the city for you. Head up the stairs of the substation on the right-hand side of the plaza. Speak to Lt. Davis, then remove the old Power Core and install the new one to complete the mission. Welcome to Sanctuary, Vault Hunter!

ROAD LESS TRAVELLED

It took some doing, but you got yourself a set of wheels, killed a few members of the Bloodshot gang, and got the Crimson Raiders' top brass singing your praises. Best of all, you've reached the safe confines of Sanctuary, the only place on Pandora where you can be reasonably certain that you won't get shot. No promises.

Speak to Lt. Davis, then replace the Power Core on the generator to the right.

SANCTUARY

The last free city on Pandora, Sanctuary is the only safe place for Pandora's non-bandit, non-robotic, non-creature-that-could-tear-your-face-off-with-its-toenail population. The Atlas Crimson Lance turned this derelict mining ship into a thriving frontier town during their brief occupation of Pandora. Though Sanctuary has seen its share of trouble—the city was nearly torn apart by internal struggle after Atlas Commandant Steele declared martial law—it has endured. Today, it is the home of the Crimson Raider resistance, led by Roland. Vault Hunters are held in high regard by the citizens of Sanctuary and the many merchants are all too willing to present their wares to anyone carrying money in this cash-strapped city. Treat Sanctuary as a home and return often. Not only is it a great place to stock up on supplies, but the Crimson Raiders and other residents of Sanctuary always seem to have a few tasks they need done—and are willing to pay generously those willing to do the work.

Cult of the Vault

1

This tiny Cult of the Vault symbol is under the stairs at Scooter's garage, behind the pile of tires.

2

The second (miniscule) Cult of the Vault symbol in Sanctuary is on the side of the building just outside the main entrance to MoXXXi's Bar. Descend the stairs and look to the left to spot it on the side of the column.

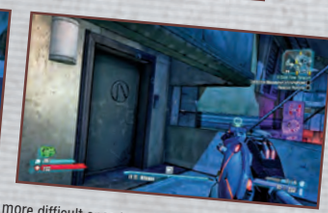
3

This partially-hidden Cult of the Vault symbol is in the alley to the left of Marcus Munitions. It's behind the trash compactor and pile of boxes.

4

This symbol is on the rooftop of the building in the southwest corner of the town center. Leap out the upstairs window of the Crimson Raiders HQ building and make your way across the roofs to the circular Dahl sign. Leap onto the ridge of the roof to the right, then use the slightly stepped ridge to the south to reach the highest point on this block. Leap to the roof across the alley to reach the Cult of the Vault symbol.

5



This Cult of the Vault symbol isn't just among one of the hardest to find on Pandora, but also one of the more difficult ones to reach. Start by using the cardboard box to leap onto the white structure on the corner across from the Quick-Change Station. Run and jump from the edge of this platform to the corner of the Pierce Station roof—this is at the limit of the Vault Hunter's leaping ability, but it's possible. Once there, jump onto the generators on top of the roof, then leap back across to the roof on the north side of the street. Head east a short bit and hop back across to the roofs in the alley leading to the hostel sign. Use the ragged canopies draped across the street to reach the second floor balcony next to the hostel to find the Cult of the Vault symbol.

Rise of the Crimson Raiders

1

The first of the four ECHO Recorders revealing the history of Pandora is on the hostess stand just inside the main entrance at MoXXXi's Bar.

2

Another ECHO Recorder can be found on a cardboard box to the west of Marcus Munitions.

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The Districts of Sanctuary

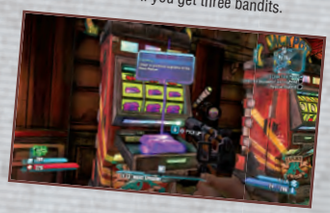
LOCALE	LIMITED ACCESS?	FIRST VISIT
Crimson Raiders HQ	Yes	"Plan B" story mission.

Sanctuary Chamber of Commerce

BUSINESS	PROPRIETOR	SERVICES
Marcus Munitions	Marcus Kincaid	Gun, grenade mod, and ammo sales; customer (dis)satisfaction
Dr. Zed's 24/7 Clinic	Dr. Zed	Insta-Health, shield, and class mod sales; tetanus
MoXXXi's Bar	Moxxi	Slot machines; gossip (but only if you tip her); cleavage
The Black Market	Crazy Earl	Storage deck upgrades; insults
This Just In	Sanctuary Paperboy	Propaganda; corporate mouthpiece
Pierce Station	-	Quick-Change Station; Fast-Travel Station; Golden Chest; tchotchkes

Jackpot!

Play the slot machines at MoXXXi's Bar and hit three Vault Symbols or three Eridium Stacks to win the jackpot. There are multiple winning combinations—rewarding everything from cash to weapons to Eridium—but watch out for the grenade you "win" if you get three bandits.



RAIDER RECON N5113

3 You can find the next ECHO Recorder on the corner of the stairs halfway between MoXXXi's Bar and Scooter's garage, along the southern road in Sanctuary.

4 The final ECHO Recorder has been left for you on the counter at Marcus' gun shop.

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PLAN B

ENTER SANCTUARY.

MISSION BRIEFING

You've made it to Sanctuary. This would be awesome, were it not for the fact that the man you came here to find—Roland, the leader of the Crimson Raiders—went missing shortly before your arrival.

MISSION OBJECTIVES

- *Meet guard at gate.*
- *Speak to town mechanic.*
- *Take Eridium.*
- *Pick up fuel cells.*
- *Help Scooter with Plan B.*
- *Install first fuel cell.*
- *Install second fuel cell.*
- *Buy something from Crazy Earl.*
- *Install third fuel cell.*
- *Talk to Crimson Raider.*
- *Unlock Roland's command center.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
8	$22	1187	Storage Deck Upgrade (Purple)

**Money and XP may vary based on player's level at start of mission.*

Fuel-Celling the Resistance

You made it across the bridge and helped replace the Power Core, but you're not inside Sanctuary yet. Cross the plaza to the interior gate and speak to Pvt. Jessup; he'll let you in, provided you don't get between him and the control panel on the right. Roland isn't around, but he left specific instructions on what the Crimson Raiders should do if he ever failed to return. And now it's fallen on you to help execute that plan.

A TRIBUTE TO A FAN

A fellow Vault Hunter by the name of Michael Mamaril can be found wandering around Sanctuary, sometimes standing near the slot machines in MoXXXi's Bar. Seek him out each time you return to Sanctuary to receive a free weapon (and unlock an Achievement/Trophy). The real Michael Mamaril will unfortunately never see what's become of Pandora since the opening of the first vault, but his spirit will forever live on in Sanctuary thanks to this wonderful tribute by the folks at Gearbox.

Optional Missions Available

Handsome Jack himself radios over the ECHO device to tell you it will be at least a few months before he can kill you, now that you made it to Sanctuary. Plan B can wait. Have a look around town and tackle a few of the optional missions that are available. You can knock off the four "Rock, Paper, Genocide" missions in five minutes flat and pick yourself up a cool 1200 XP for your efforts—without even leaving Sanctuary! "The Name Game" and "Assassinate the Assassins" are a bit more involved, but both are highly rewarding. Get back out into Three Horns and go do them. Trust us: You won't be disappointed.

- *Rock, Paper, Genocide: Fire Weapons!*
- *Rock, Paper, Genocide: Shock Weapons!*
- *Rock, Paper, Genocide: Corrosive Weapons!*
- *Rock, Paper, Genocide: Slag Weapons!*
- *The Name Game*
- *Assassinate the Assassins*

OVERTIME PAY

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Approach the garage just inside the gate to meet Scooter, the town mechanic and proprietor of the Catch-a-Ride system. Scooter, among other things, is a little too excited about Plan B, especially since he's got you to boss around. Take the Eridium he hands you—you'll know why soon enough—and take a stroll around his garage to pick up the two fuel cells he's got laying around. One is on the shelf on the lower level, near the red car; the other is on the upper level, on the shelves near the lockers.

It isn't every day that Scooter's handing out stacks of purple bricks!

Pick up the two Fuel Cells, then make your way toward the center of town.

Now that you've got two of the fuel cells, head to the center of town and install them into the ignition primers. The first ignition primer is in front of Pierce Station, to the left of the monument in the center. Lift the hatch and pop it in. The second one is across the town square, near the stairs.

Lift the hatch and install a fuel cell into the ignition primer.

With the two fuel cells installed, it's time to go about getting the third. Make your way past the Sanctuary Bounty Board and down the steps toward the purple neon sign advertising the Sanctuary Hostel. It's been a long time since any tourists have braved the bandits and bullymongs to visit Sanctuary and the hostel is now nothing more than a front for Crazy Earl's illicit black market shop. Crazy Earl only accepts Eridium—and all of his items sell in multiples of 4 Eridium.

He sells storage deck upgrades (SDUs) of various types. Go ahead and spend Scooter's Eridium on any item you want and Crazy Earl will throw in a third fuel cell free of charge.

Your money's no good here. Seriously, it isn't. Crazy Earl only accepts Eridium.

PERSONNEL FILE C76EJ

SCOOTER

Characteristics:
Mechanically-gifted; Dim-witted; Disturbingly hillbilly

Threat Level:
Moderate (due to incompetence)

Intel Report:
As brilliant at manipulating cars as he is incompetent at pretty much everything else, Scooter is our go-to guy for anything with four wheels and a seat. After the fall of General Knoxx, Scooter moved his operation from T-Bone Junction to aid our resistance in Sanctuary. He's a simple man, with simple desires: he wants to fix cars, get to second base with a girl, and find out what second base even is. Captain Roland entrusts Scooter with engaging Plan B, subsequently saving the lives of everyone in the city if we ever come under attack. This would not be a problem if Scooter had any idea what he was doing.

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THIRD WEAPON SLOT UNLOCKED!

The storage deck upgrade you receive for completing this mission grants you access to a third equipped weapon slot. Now you can quickly swap between three weapons. Consider equipping a pistol, shotgun, and a rifle or rocket launcher. Or, you can simultaneously equip weapons of three different elements. Just remember that when playing as Salvador, he'll always use the weapons in the upper two equipment slots when Gunzerking. So you might not want to keep a sniper rifle in either of those slots. Unless, of course, you're into that sort of thing.

Return to the center of town and install the final Fuel Cell into the ignition primer near Dr. Zed's. Now stand back and watch the monument in the center of town to reveal its true purpose…or not.

So Plan B was a miserable failure. Shocker. Make your way around the corner toward the Crimson Raiders HQ and talk to the member outside. He'll give you the Command Center Key so you can head on in. This will be your base of operations going forward. Go inside and listen to the ECHO Recorder on the counter to complete the mission.

You didn't get to see the city of Sanctuary fly off into the sunset, but hey, at least you get to see where Roland's been living.

NEW IN TOWN

You're off to a great start in your new home of Sanctuary. You've no doubt met some of the locals, you got the keys to Crimson Raiders HQ, and you maybe even had a chance to try your hands at the slots—you have met Moxxi, right? Sure, you couldn't get the city to turn into a giant flying fortress like Scooter was hoping, but it's not like anybody really expected it to work in the first place. At least not with Scooter in command.

PACKING ADDITIONAL HEAT

Unless you've been craving some increased grenade capacity or more ammo for your sniper rifle, we strongly recommend buying Earl's Item of the Day. In this case, it's always the Backpack SDU, which adds three additional slots to your backpack, instantly increasing your carrying capacity by 25%.

The Districts of Three Horns Valley

LOCALE	LIMITED ACCESS?	FIRST VISIT
The Frostsprings	No	"Assassinate the Assassins" optional mission.
Shock Fossil Cavern	No	"Medical Mystery" optional mission.
Happy Pig Motel	No	"No Vacancy" optional mission.
Split Skull Bay	No	"Neither Rain nor Sleet nor Skags" optional mission.
Bloodshot Slums	Yes	"A Dam Fine Rescue" story mission.

Dangerous Beasts

ENEMY FAMILY
Bullymongs
Skags
Marauders
Psychos
Nomads
Midgets

High Value Targets

ENEMY	FAMILY
Doc Mercy	Nomad
Bad Maw	Nomad

Cult of the Vault

1

Approach the entrance to Southpaw Steam & Power and either run up the rocks on the left-hand side or make your way onto the catwalk inside the courtyard. Once on top of the rocks to the southwest of the facility, leap over the pipes (or crawl under them) to find the Cult of the Vault symbol. It's located in the back corner, against the wall.

2

Drive to the southern end of Three Horns Valley and skirt the lake to the shack in the far southwestern corner, near the pump. The Cult of the Vault symbol is inside this building.

3

Approach the drawbridge leading to Bloodshot Stronghold (during the "A Dam Fine Rescue" mission) and turn to the left. Carefully run along the icy ledge to reach the back corner of the compound. The Cult of the Vault symbol is on the back of one of the bandit houses.

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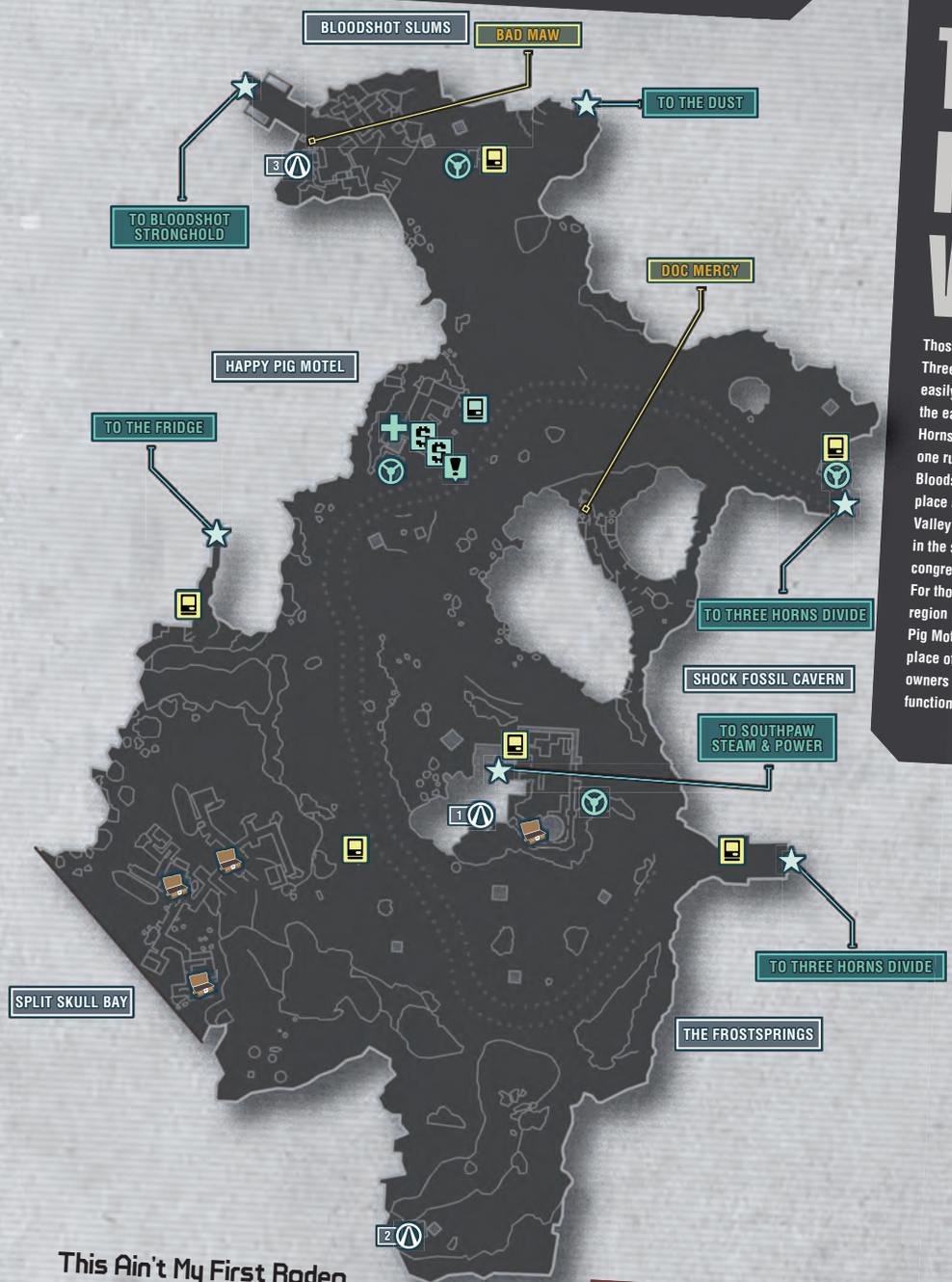
THREE HORNS VALLEY

Those who make it out of the mountainous terrain of Three Horns Divide soon find themselves in the more easily navigable Three Horns Valley. Sloping gently from the eastern hills to Split Skull Bay in the southeast, Three Horns Valley is home to several bandit camps, including one run by the ruthless Flanksteak and his cronies at Bloodshot Slums. Of course, even they don't have the place all to themselves. From north to south, Three Horns Valley is positively crawling with skags, particularly in the south. Bullymongs, though in lower numbers, congregate around the colder elevations in the northeast. For those having trouble remembering which Three Horns region is which, the Valley is also home to the Happy Pig Motel, a fully functional (if not particularly hygienic) place of business until the Bloodshot bandits killed the owners and smeared blood all over the walls. Still, it functions as a useful, if grisly, landmark.



This Ain't My First Rodeo

Want to get up on top of that giant pig sign in front of Happy Pig Motel? If so, here's all you have to do. Walk east from the sign to the nearest steam geyser. Approach the crate's edge with your back to the pig sign. Wait for the geyser—don't worry, you won't take damage—and pull backwards as if to leap back through the air. Look down while you're in the air to spot your landing and continue pulling back to land on the pig. Where you stand near the geyser makes a huge difference between not reaching the pig and overshooting it. Just give it a few tries and you'll be riding that mechanical slab o' ham in no time!

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SOUTHPAW STEAM & POWER

The timeline of the Southpaw Steam and Power plant can be summarized in three bullet points.

1. Steam plant is built.
2. Bloodshot bandits raid steam plant.
3. Screaming.

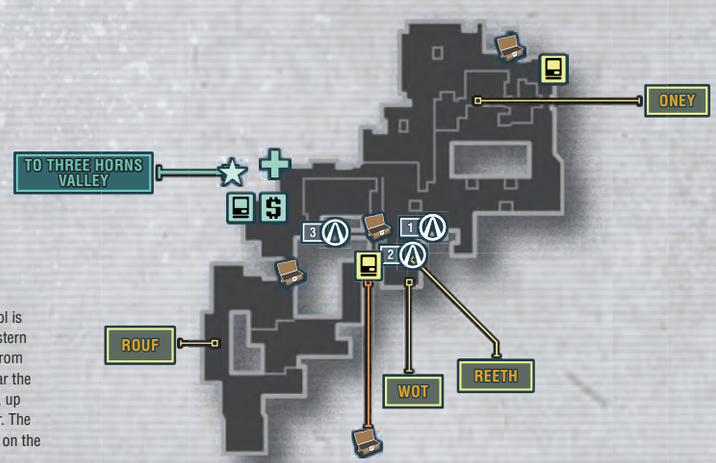
The Southpaw plant was never a place you'd necessarily want to bring your kids, but before the Bloodshots took it over it was, at least, notably devoid of human skulls and flaming effigies. Entirely off the beaten path, this two-floor facility is only visited either by mistake or because someone actually volunteered to "Assassinate the Assassins." Be aware that many of the doors throughout the area can be unlocked from only one side—keep exploring to complete the figure-eight loop back to the starting point.

Dangerous Beasts

ENEMY FAMILY
Marauders
Psychos
Nomads
Midgets

High Value Targets

ENEMY	FAMILY
Assassin Wot	Marauder
Assassin Oney	Nomad
Assassin Reeth	Psycho
Assassin Rouf	Rat

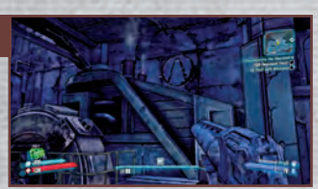


Cult of the Vault

1

The first Cult of the Vault symbol is on the upper floor, in the far eastern side of the map. Run and leap from the railing to the steam pipe near the spinning wheel and, from there, up onto the generator in the corner. The Cult of the Vault symbol is high on the wall, near the corner.

2



This Cult of the Vault symbol is on the lower level of the facility, almost directly beneath the first one. Leap from the railing onto the spinning generator wheel and then onto the slanted surface to reach it.

3

The third Cult of the Vault symbol is actually very close to the entrance, just below the ladder leading down to the lower level in the first room. It's around the corner to the left of the ladder.

Additional Challenges

Boss Run: Kill all four assassins within 10 minutes (see "Assassinate the Assassins" in the Optional Missions section of this guide for details).

FROSTBURN CANYON

Home of the Firehawk and the Incinerator Bandit clan, Frostburn Canyon is a study in confusion. The Incinerator bandits use flame-based weaponry, despite being surrounded by ice; and the Firehawk has made his home in the canyon's abandoned caves, only a few hundred feet away from the bandits he declared war on long ago. Adventurers wishing to brave this nonsense maze to reach the Firehawk will face an immediate choice regarding which direction to go. The winding trails through the canyons and caves do indeed cross at numerous points, but many of these crossings are one-way, and can leave a person wondering how the heck they'll find their way back out. Those who keep it simple and stick to whichever main path they choose—there are essentially two loops spiraling out from the entry point—can choose the lengthy clockwise loop through multiple bandit camps to the Firehawk's Lair, or head counter-clockwise around the back way through Frozen Ant Lake. Either way, it would probably save a lot of trouble if no right-minded person ever visited Frostburn Canyon.

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The Districts of Frostburn Canyon

LOCALE	LIMITED ACCESS?	FIRST VISIT
Incinerator Camp	No	"Hunting the Firehawk" story mission.
Blisterpus Camp	No	"Hunting the Firehawk" story mission.
Blacktoe Cavern	No	"Hunting the Firehawk" story mission.
Ashmouth Camp	No	"Hunting the Firehawk" story mission.
Firehawk Lair	No	"Hunting the Firehawk" story mission.
Frozen Ant Lake	No	"Cult Following: False Idols" optional mission.

Dangerous Beasts

ENEMY FAMILY
Spiderants
Marauders
Psychos
Nomads
Goliaths

High Value Targets

ENEMY	FAMILY
Scorch	Spiderant
Incinerator Clayton	Psycho

Cult of the Vault

1

Approach the second Bloodshot Sign and enter the narrow cave on the left, near the New-U station. Follow the spiraling ledge upwards to find this Cult of the Vault symbol and a nearby treasure chest.

2

The second Cult of the Vault symbol lies to the north of Ashworth Camp, down the right-hand cave. Drop off the ledge into the icy pit to locate the Cult of the Vault symbol on the right. You can enter this cavern from the north, but the only way out is via the ladder on the south side, heading back toward Ashworth Camp.

Burning Sensation

1 The first of the three ECHO Recorders can be found on your way to Firehawk Lair. Proceed through Blacktoe Cavern to the next bandit camp located just where the path turns to the west. It's on the deck around the corner and uphill from the initial spiderant den.

2 Loop through Frozen Ant Lake and take the left-hand path northward in a counter-clockwise direction to the clearing near Blacktoe Cavern. Climb onto the elevated walkways leading toward the cliffs to the east to find this Echo Recorder near an electrical fusebox on the end of the walkway.

3 This ECHO Recorder is atop a tower just south of the Fast-Travel station, but requires a lengthy journey through Frozen Ant Lake to reach it. Take the left-hand path northward as you loop through Frozen Ant Lake and keep left to cross to the west and reach the tower overlooking the camp below.

Totems of Fire

The Firehawk's obsessive followers have hung 10 Totems of Fire in tribute. These totems—constructed of skulls, wooden planks, and metal spikes—hang from walkways and support beams throughout Frostburn Canyon. It's up to you to locate all 10 and use a Fire weapon to ignite them. The 10 locations are marked on the adjacent map. Those who stick to the mission path will find 7 of the 10 during the "Hunting the Firehawk." Further exploration of Frostburn Canyon will be needed to find the remaining three.

Additional Challenges

Praise Be to Scorch: Kill Scorch without damaging his minions (see "Cult Following: False Idols" in the Optional Missions section of this guide for details).

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HUNTING THE FIREHAWK

FIND THE FIREHAWK.

MISSION BRIEFING

In order to defeat Jack, you must find a soldier named Roland. A search of Roland's safe may reveal a clue to where he's gone.

MISSION OBJECTIVES

- *Use Roland's safe.*
- *Go to Frostburn Canyon.*
- *Follow 7 Bloodshot signs.*
- *Find the Firehawk.*
- *Revive Lilith.*
- *Grab Eridium nugget.*
- *Give Eridium to Lilith.*
- *Defeat Bandits.*
- *Grab Eridium nugget.*
- *Give Eridium to Lilith.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
8	$22	1187	Class Mod (White)

**Money and XP may vary based on player's level at start of mission.*

Roland's In Trouble

Make your way back to Sanctuary and head up to the second floor of the Crimson Raiders HQ. Open Roland's safe to find a mysterious ECHO Recorder. Move this mission item to an empty slot in your backpack in order to play it. An anonymous and painfully masked voice claiming to be the Firehawk demands that Roland meet in Frostburn Canyon. You need to get to Frostburn Canyon if you ever want to see him again!

Slide the ECHO Recorder to your backpack to listen to the message.

SAFE KEEPING

Roland's safe can be used at any time to store up to six items, and more if you buy the necessary SDUs from Crazy Earl. This is particularly valuable if you find weapons or gear with a higher level requirement than you can currently equip. It's also useful for stowing away Relics and Class Mods that you wish to hold onto for later. Unlike Claptrap's stash, Roland's safe does not transfer across characters; its contents are accessible only by your current character.

Optional Missions Available

The new optional missions available take place in two areas: Sanctuary and Three Horns Valley. Even if you're itching to do your part for the resistance and meet up with Roland, at least take on the "Claptrap's Secret Stash" and "Do No Harm" missions—they're both extremely short and take place right in Sanctuary. It's particularly worth finding Claptrap's secret stash if you're playing through the game with multiple characters, as it allows you to share items between the Vault Hunters on your profile. "Do No Harm" is required to unlock the "Medical Mystery" line of missions. "No Vacancy" takes place deeper in Three Horns Valley and must be completed before you can take on the timed courier mission "Neither Rain, Nor Sleet, Nor Skags" among others later.

- *Claptrap's Secret Stash*
- *Do No Harm*
- *Medical Mystery*
- *Medical Mystery: X-Com-municate*
- *No Vacancy*
- *Neither Rain nor Sleet nor Skags*

OVERTIME PAY

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If Roland is truly being held by this Firehawk person, then you're going to have to get over to Frostburn Canyon and rescue him right away. Exit Sanctuary, grab a Light Runner from the Catch-a-Ride, and start heading south as if you were driving back toward the Marrowfield. Ignore the tunnel leading to Thirty Below on the left and continue to the right of the frozen waterfall, past the elevated ship. Make a hard left beyond the ship and drive (or run) across the bridge to the east.

The entrance to Frostburn Canyon lies just beyond this bridge in Three Horns Divide.

The bandits inside Frostburn Canyon have set up a checkpoint of sorts outside the canyon's entrance, meaning you're going to have to fight your way in. This is the first area of many to come where you'll encounter Nomad Pyros. These guys are highly resistant to fire, so have at least one non-fire weapon equipped and, if possible, swap to a Grenade Mod that inflicts explosive or another elemental type instead of fire.

Don't hesitate to fall back outside the entrance to the bandit camp if the action gets too heated. There's plenty of cover out there, thanks to its fortress-like walls on either side of the entryway. Use this cover to play the angles against isolated enemies and use the narrow opening to funnel them directly into your gunfire.

Some like it hot. You should not.

Most of the areas of Borderlands are large and open and I wanted to create an area that was smaller and more winding. I wanted two main routes you could travel, but I wanted both routes to connect to each other in various places and overlap. I also wanted each route to end near the beginning to prevent players from having to walk all the back.

– NATE OVERMAN, LEVEL DESIGNER

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All Signs Point to Your Doom

The Guardian Angel will shed some light on the skirmish you witness upon entering Frostburn Canyon. Use the vending machines on the left to stock up on ammo and swap to non-fire weapons and grenades for flexibility, if possible. The Bloodshots you saw in the distance have erected seven signs pointing the way to the Firehawk's Lair. These guys are taking revenge on the Firehawk for past killings and have posted these signs to help their members find the way in this very twisty, multi-level canyon.

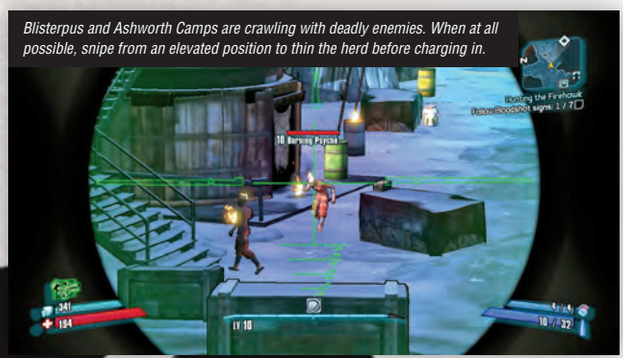
You've got to give them credit; the Bloodshots sure know how to point the way.

The first of seven signs is straight ahead, at the crossroads in front of the icefall. Follow the corpse's outstretched arm to the right to locate Incinerator Camp just beyond the windmill on the left. This area is typically devoid of enemies and likely has some loot you can find. Take a moment to collect some extra money.

WALK THE LINE

Avoid exploring Frostburn Canyon for now. You'll eventually see the entirety of this area over the course of this mission, the next, and subsequent optional missions. Don't venture off the path of the Bloodshot Signs or else you may drop into a level of the canyon that could require a lengthy and complex journey back to where you left the trail.

Continue to the right and loop around the northeast corner of Frostburn Canyon in a clockwise direction. The next stop is Blisterpus Camp. Stay high on the ice near Incinerator Camp and clear out the enemies on the upper left-hand portion of Blisterpus Camp so you can snipe the many Burning Psychos and Nomad Pyros down below without getting too close.



Blisterpus and Ashworth Camps are crawling with deadly enemies. When at all possible, snipe from an elevated position to thin the herd before charging in.

Blisterpus Camp will likely yield your first encounter with a Goliath. These crazed beasts only appear calm thanks to the iron mask affixed to their heads. If that mask comes off, look out! Shooting a Goliath in the head causes it to essentially level up and become a Raging Goliath, at which point it attacks anything nearby, including its bandit allies. You can use Goliaths to your advantage by sniping their masks off from afar to effectively unleash them on an enemy encampment. This is particularly useful against Nomad Pyros and Badass Psychos, who can pose a serious challenge in numbers. Just know that you do not receive any XP for the enemies killed by a Goliath, even if you inflict the majority of the damage.

There's no need to fully incite everyone in Blisterpus Camp if you don't want to. It's possible to bypass much of the camp by just skirting it via the rocky path on the right, away from the elevated walkways and huts, then continuing straight for the second Bloodshot Sign near the New-U station. Nevertheless, Blisterpus Camp is a great spot to farm XP, gather some good loot, and even encounter a Midget Loot Marauder who, when killed, gushes forth a veritable fountain of money and loot—think of him as piñata of evil!

Venture south past Blisterpus Camp and into the narrow depths of Blacktoe Canyon, home of the spiderant species. Like most other creatures in Pandora, spiderants have a distinct weakness that, depending on your firepower, can result in a one-shot kill. Aim for their unprotected abdomen to eliminate them quickly as opposed to chipping away at their armored carapace or head. Try to snipe from afar before they even know you're there; otherwise, they'll do everything in their power to cover their ass—literally.

GOD-LIATH COMPLEX

A Raging Goliath kills everything in his sight—including other bandits. Each successive enemy he slays builds up his internal rage meter and periodically he'll "rage up" to Badass Goliath, Super Badass Goliath, Ultimate Badass Goliath, and God-liath forms. With each new form, the raging Goliath becomes larger, stronger, and more lethal. Other enemies in the area will have a very hard time defending themselves against a Super Badass Goliath and little to no chance against an Ultimate Badass Goliath or God-liath. This means that it will be up to you to ultimately kill him—good luck with that.

For tips on how to conquer this deadliest of bandit foes and unlock the "Goliath, Meet David" bonus, check out the Achievements & Trophies section of this guide. You can also find tips on unlocking that Achievement/Trophy where we detail the "Pretty Good Train Robbery" optional mission.

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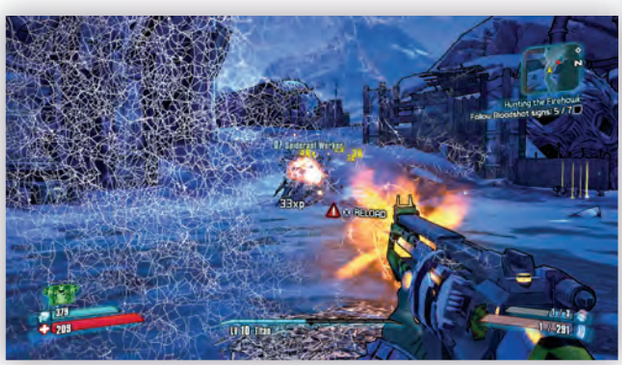
SPRUNG A LEAK

Target the fuel tanks on the back of a Nomad Pyro to ignite a leak in their backpack tanks, just like the explosive gas tanks you occasionally see around Pandora. One shot will cause a slow, delayed eruption but two or more? Now you're cooking with GAS!

Target the soft, fleshy abdomen on the rear of a spiderant at first opportunity.

Fight through Blacktoe Canyon to the stairs in the distance where the fourth and fifth Bloodshot Signs are. Leave the barrel at the landing as-is and continue up the stairs toward the Totem of Fire in the distance. Kill any lesser enemies that attack until a Badass Psycho appears. Pepper him with shots; then, if he's giving you trouble, lead him back down the stairs and detonate the barrel you passed earlier. A second Badass Psycho may attack not far from where the first originated, but at least you'll be able to face him alone.

Continue on to the fifth Bloodshot Sign in the distance and stay to the left to climb onto the icy plateau near the supply depot. Set to clearing out the spiderants in the area without disturbing the bandits in camp below. Focus on taking out the Spiderant Workers first to cut down on the webbing being shot your way. These creatures spew a form of webbing that not only blocks your vision and does minor damage, but also slows you down, making you vulnerable to attack from their deadly pinchers.



Spiderant Workers fight by trapping you in a web, then attacking en masse.

Once you've killed the spiderants and gathered up the loot, you can start using this icy vantage point to snipe the Nomad Pyros, Goliaths, and other assorted baddies in Ashworth Camp below. Ashworth Camp is similar to Blisterpus Camp in terms of size and the number of enemies residing in all of those huts and teepees. Stick to the upper left-hand side and use the barrels along the walkway to eliminate the Burning Psychos and others residing up top, then head out onto the ledge to raid the weapons chest perched above the abyss. Descend to solid ground and locate the chest behind the teepee, just north of the westernmost Totem of Fire.

Snipe the Goliath's mask off from the safety of the icy Spiderant den overlooking the camp.

Continue into the forked cave up ahead to find the sixth Bloodshot Sign pointing toward the Firehawk Lair. The first few traps that the Guardian Angel warns you of are all on the right-hand side of the tunnel. Look for the metal pipes and keep to the far left to avoid the fire that erupts from them as you get near. Later traps are located in the ceiling, but can be easily avoided.

Carefully balance your way across the narrow metal bridges erected over the chasm and proceed through the winding cave to the northwest. The seventh Bloodshot Sign lies just beyond the second balance-beam, along with another ceiling-mounted fire trap.

You're getting warmer…

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> *There is a special SMG hidden somewhere in the map. If you find it, unload several magazines into the same spot on a wall and check out the bullet hole pattern it leaves.*
>
> *– NATE OVERMAN, LEVEL DESIGNER*

Vault Hunter, Friend, Enabler

Enter the Firehawk Lair to meet the one and only Lilith, one of the world's only Sirens and a former Vault Hunter like yourself. Lilith was one of the four Vault Hunters responsible for opening the first Vault. She's been hiding out ever since, but she's seen better days. Help her to her feet, then fetch the Eridium Nugget from the strongbox on the platform to the north and give it to her.

Years of Eridium abuse tends to have an effect on people. Sirens, too…

You get Lilith back to her feet just as the Bloodshots find a way into her lair. The first wave of Bloodshots attack from the northern platform, where you just retrieved the Eridium Nugget. Consisting mostly of Psychos and Crazed Marauders, many will fall quite quickly to Lilith's Phaseblast attacks. The rest are yours to mop up. You can head up onto the northern platform and take the fight to them or you can stay down in the center and kill them as they charge down the stairs. Either way, avoid shooting any barrels until the Badass Psycho appears. His arrival signals the end of the first wave.

There aren't any fire-resistant enemies in this fight—smoke 'em if you got 'em!

The second wave attacks from the western platform. Although the same variety of enemies attacks in this second wave, they are more numerous and harder to beat back at close range. Consider staying on the lower level or making a stand on the northern platform to give the Bloodshots more time to spread out. Gun them down as they make their way up the stairs to the northern platform. This wave ends with a simultaneous attack from two Badass Psychos. Lilith will continue to assist, but you need to do the heavy lifting. Target any barrels that have somehow remained intact and toss any grenades you have at them. It's important to inflict status effects to continue to drain their health while you're reloading or running for cover.

Focus your attacks on one Badass Psycho at a time. It's better to have one healthy Psycho Badass attacking you than two partially damaged ones.

Retrieve the Eridium Nugget from the strongbox on the western platform and give it to Lilith. Speak to her again to complete the mission and gain her assistance in searching for Roland.

KEEP PLAYING!

If you're thinking of taking a break after completing this mission, you may want to hold off for a few minutes longer. We recommend you at least make your way out of Frostburn Canyon via the directions outlined at the start of "A Dam Fine Rescue." Otherwise, when you turn the game back on to continue, you'll begin near the Frostburn Canyon exit to Three Horns Divide (instead of on the hard-to-reach eastern platform in Firehawk Lair) and will potentially miss out on some valuable loot, not to mention a chance to better understand this complex cave system.

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AN OLD FLAME

You've ventured deep behind enemy lines and lived to not only see another day, but made a new friend in the process, albeit one strung out on Handsome Jack's purple rock. Though you never did find what you came to Firehawk Lair for, you did uncover the true identity of the Firehawk. It was Lilith, all along! Which only leaves one question: why did she pretend to be a bandit, and where exactly is Roland? Okay, make that two questions...

"We mostly wanted a Bat-Cave style area for Lilith to hide out in. Her cave fort went through several iterations before we arrived at the final look. The center platform had to be large enough to support combat but small and cozy enough for someone to live there."

– NATE OVERMAN, LEVEL DESIGNER

PERSONNEL FILE F5HK8

LILITH

Characteristics:
Snarky; Intelligent; Has freaky Siren powers

Threat Level:
High (likes starting fires... on people)

Intel Report:
With Captain Roland out in the field leading Crimson Raider strikes against Handsome Jack, we needed somebody to defend the home base against the bandit clans. That "somebody" ended up being fellow Vault Hunter, Lilith. Using Eridium to augment her Siren powers, Lilith made literal, fiery hell for the bandits surrounding Sanctuary. Taking on this selfless responsibility also (somewhat) softened her personality; where she used to mock and insult pretty much everyone, she's since learned values like "gratitude" and "tact" and "not being a dick to everybody." We'll see if it sticks.

THE DUST

If you're eager to die of thirst or vehicular manslaughter, then you've just found your next vacation destination. The area now known as The Dust used to be a thriving frontier town known as Sweetsummer. Unfortunately, God has no pity on towns with goofy-sounding names, and so the entire area was buried under a sandstorm lasting six months.

This sprawling desert is one of the largest regions on Pandora and serves as an interlude of sorts. Although your initial visit is mandatory, much of the time you spend in The Dust is purely optional (but should not be avoided, thanks to the area's colorful inhabitants). This area is home to the Hodunk family, as well as Ellie, one of only three Hodunks to ever leave the family alive. (The other two, of course, are her brother and her mother.)

The Districts of The Dust

LOCALE	LIMITED ACCESS?	FIRST VISIT
Ellie's Garage	No	"A Dam Fine Rescue" story mission.
Old Dahlwell Oasis	No	"A Dam Fine Rescue" story mission.
Moonshiner's Shack	No	"A Dam Fine Rescue" story mission.
Goose's Roost	No	"Too Close for Missiles" optional mission.
Bug Gulch	No	"The Good, the Bad, and the Mordecai" optional mission.
Boot Hill	No	"The Good, the Bad, and the Mordecai" optional mission.
Hodunk Speedway	Yes	"Clan War: Starting the War" optional mission.

Dangerous Beasts

ENEMY FAMILY
Spiderants
Bruisers
Marauders
Psychos
Midgets
Nomads
Goliaths
Buzzards
Bandit Technicals

High Value Targets

ENEMY	FAMILY
The Black Queen	Spiderant
Tector and Jimbo Hodunk	—
Mick Zaford	—
Mobley	Marauder
Gettle	Engineer
McNally	Psycho

Cult of the Vault

1

Head west across The Dust to the Moonshiner's Shack, just beyond the Old Dahlwell Oasis. Climb up onto the rocks behind the camp and make a running leap onto the large circular structure with the car on it. The symbol is on the trunk of the car.

2

Launch a vehicle off the massive stone ramp to access Goose's Roost. Head north to the large helipad and crouch down to crawl underneath the platform. The Cult of the Vault symbol is on the underside of the helipad platform.

3

Drive around the Hodunk Speedway until you reach the stairs on the left side. Climb the stairs and notice the flaming barrel on the ledge above. The Cult of the Vault symbol is on the opposite side of that wall. Get there by leaping off the metal pedestrian bridge on the right onto the rocks.

I've Got a Crush on You

Leap into the car crusher at Ellie's Garage (it's on the right as you enter from the main area) and have a co-op partner activate the crusher to kill you. You'll be resurrected just steps away at the nearby New-U station. A word to the wise: save this for when you're not sitting on a massive pile of cash. It'd be a shame to lose a huge amount of money all for a slight increase to your Badass Rank total.

The Van is Damned

A Cara-Van periodically makes the long journey across The Dust escorted by two Bandit Technical vehicles, usually proceeding from west to east along the main road. The driver of the Cara-Van announces his presence over the ECHO and offers a dire warning to those who try to intercept him—something about a milkshake. Approach from the side and open fire on either of the escort vehicles—do not waste time shooting at the impervious Cara-Van, as it only gives the two escorts a chance to gang up on you. Take out the second escort after defeating the first to effectively stop the Cara-Van. Climb the ladder on the rear of the vehicle to loot the weapon chest on top.

Additional Challenges

If You're Not First, You're Last: Complete the Hodunk Speedway within the time limit (see "Clan War: First Place" optional mission for details).

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Dust to Dust

1 The first of the missing ECHO Recorders is located at Ellie's Garage. It's inside an old junker just south of the car crusher, on the right as you enter the area.

2 Find the second installment in the history of the Zaford and Hodunk feud at the Moonshiner's Shack west of Old Dahlwell Oasis. The ECHO Recorder is on a pile of boxes to the left as you enter the property.

3 The final ECHO won't be available until you access the Hodunk Speedway during the "Clan War: Starting the War" optional mission. Once inside the Hodunk Speedway area, continue past the vending machines to the first trailer on the left. The ECHO Recorder is on the chair around back.

RAIDER RECON ST543

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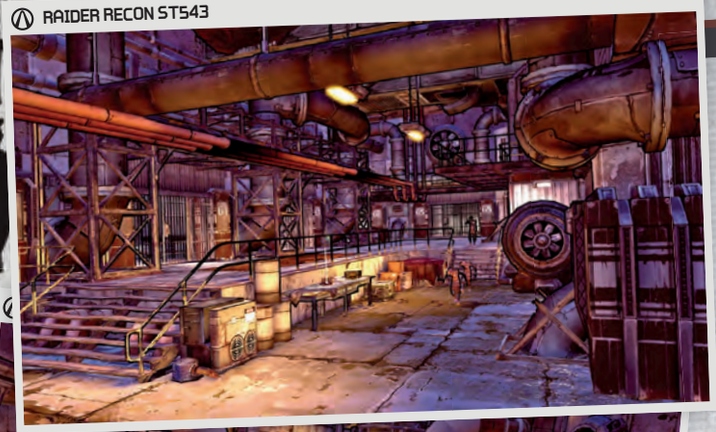
RAIDER RECON ST543



Dangerous Beasts

ENEMY FAMILY
Marauders
Psychos
Midgets
Nomads
Bruisers
Goliaths
Loaders
Rats

High Value Targets

ENEMY	FAMILY
Mad Mike	Nomad
Lee	Rat
Dan	Rat
Ralph	Rat
Mick	Ret
Flinter	Rat

The Districts of Bloodshot Stronghold

LOCALE	LIMITED ACCESS?	FIRST VISIT
Satan's Suckhole	No	"A Dam Fine Rescue" story mission.
Rat's Nest	Yes	"Splinter Group" optional mission.

Additional Challenges

Cut 'Em No Slack: Defeat the splinter group in their assigned order (see "Splinter Group" optional mission for details).

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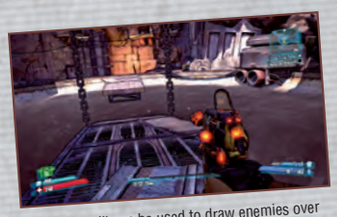
Eff Yo' Couch

Those Bloodshots got a problem with the dirt you're tracking into their crib? Show them what's up by jumping on their couches. There are five yellow plaid couches scattered around Bloodshot Stronghold that you need to jump up and down on to complete this Challenge. You can reach three of them during the normal course of "A Dam Fine Rescue" but the other two can only be found during the "Splinter Group" optional mission. Yeah, eff Flinter's couches, too! Check the map for all five couch locations.

Give It a Whirl



Complete this Challenge by knocking an enemy into the large whirlpool in the Satan's Suckhole area. Keep your eyes peeled for opportunities to detonate barrels near an enemy, as this is the primary way of knocking a foe backwards into the drink. Alternately, use Maya's Phaselock ability to trap an adversary in the air as they try to leap across the gap in the bridge on the lower level. Similarly, for those playing True Vault Hunter mode, Maya's Convergence skill can be used to draw enemies over the whirlpool. Grenades, melee attacks, and even rocket launchers do not cause knockback (though you may have success with a Singularity Grenade). Another option is to return to this area with Salvador's Fistful of Hurt skill and punch your way to a higher Badass Rank.

Cult of the Vault

1

The first Cult of the Vault symbol is in the security room overlooking the cell block. Climb the ladder to the left of the New-U station, and leap from the catwalk onto the suspended red pipes. Run along the pipes to reach the room with the cell block controls to find this symbol.

2

This Cult of the Vault symbol is only accessible during the "Splinter Group" optional mission. It's located on the right-hand wall of the room where you get buzzed into the Rat's Nest. Get it before dropping down the hole.

Bloodshot Memories

1 The first of the six ECHO Recorders is on a table in the center of the employee break room; you'll be hard-pressed to miss it.

2 This ECHO is in the room with the Bandit Turret, on a desk near the far right-hand corner. Take out the turret first!

3 It's easy to overlook this ECHO Recorder during your fight with Mad Mike, but it's located just to the right of the ladder in the northeast corner of Satan's Suckhole.

4 The fourth ECHO Recorder is in the small hut in the center of the water-filled room, just before the cell block. Turn around and face north to spot it.

5 Continue toward the cell block to find this next ECHO Recorder on the table in the center of the room.

6 The final ECHO Recorder is outside, just to the right of the exit leading to Bloodshot Ramparts.

BLOODSHOT STRONGHOLD

The Bloodshots are the strongest gang in all of Three Horns, and they use the old Dahl 3rd Brigade Memorial Dam as their stronghold. The dam used to be full of workers, soldiers, and all kinds of people who didn't self-immolate to pass the time. After the Dahl corporation left Pandora, that changed. The Bloodshots took control of the dam shortly after Commander Roland led us to push them out of Sanctuary. Since then, the Bloodshots, led by their fearless chieftain Flanksteak, have wreaked havoc on the entire Three Horns area. Only two things have kept them from steamrolling through Sanctuary's gates: the city's energy shield, and Lilith's unrelenting walls of flame.

So, if you're able to get Bad Maw's key, you might be able to lower the drawbridge and sneak inside the Bloodshot Stronghold. The former dam makes an impressive base for the Bloodshot gang, and one hell of an impressive maze for any would-be intruders - aka you. The interior corridor of the dam is U-shaped in design, arcing from the southeast entrance up and around in a counter-clockwise direction to the southwest corner. The facility is crawling with every rank and breed of bandit that's ever set foot on Pandora, including an impetuous foe named Mad Mike who guards the area surrounding Satan's Suckhole. If you can manage to get up the spiraling walkway around the whirlpool, you'll likely find this guy waiting for you at the top, and he'll likely be waiting with a rocket launcher. If you somehow avoid getting blown up, you'll be right near the Bloodshots' holding cells! From there, just find the switch and free Roland before Hyperion decides to crash the party!

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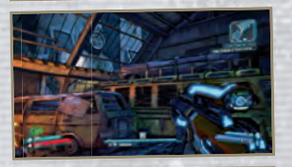
The Last Place You Look

1 Tiptoe out onto this narrow ledge to yank the first set of keys from the trunk of this teetering car.

2 Follow along the left-hand side of the roadway to find this next set of keys. Again, they're in the trunk of a car dangling over the edge.

3 This next set of keys is inside the garage on the left-hand side as you approach the first Marcus statue. They're in the door of the car above the yellow bus. Leap up to get them.



4 Ascend to the uppermost level of the bandit houses on the left and walk out onto the narrow ledge in the center of the area. The fourth set of keys is in the trunk of the car balanced high above the ground.

5 The final set of keys is in the car door at the Shrine of the Gunbringer, but you may not be able to grab them after killing W4R-D3N. If not, run back to the transition to Bloodshot Stronghold, exit the Ramparts, and quickly return. W4R-D3N's wreckage will be gone, and you'll then be able to get the keys. The Fast Travel Station near the Shrine of the Gunbringer is unidirectional.

Cult of the Vault

The Cult of the Vault symbol in this area is under the last ramp on the left-hand side before the path starts to curve to the right behind the giant Marcus statue.

The Districts of Bloodshot Ramparts

LOCALE	LIMITED ACCESS?	FIRST VISIT
Shrine of the Gunbringer	No	"A Dam Fine Rescue" story mission.

Dangerous Beasts

ENEMY FAMILY
Loaders
Surveyors
Constructors
Marauders
Psychos
Midgets
Nomads
Bruisers

High Value Targets

ENEMY	FAMILY
W4R-D3N	Constructor
Constructor #1340	Constructor
WAR Loader #1340	Loader

BLOODSHOT RAMPARTS

Upon entering the Bloodshot Ramparts, your eye will inevitably be drawn to a gigantic statue of Marcus Kincaid. The Bloodshots created this likeness of the local gunsmith in the hopes that he would bless them with weaponry; a practice we really would like him to stop. To the Bloodshots, guns are the ultimate form of beauty and power. It is therefore reasonable that they would consider a gun runner to be the height of godliness. The Blooshots believe that the Marcus shrine will reward those who appease it with sacrifices of flesh… Yeah… Good for them.

Bloodshot Ramparts is the dam surface, a one-time highway now littered with cars, ramshackle housing, and the aforementioned golden statue of Marcus Kincaid. With both the Bloodshots and Hyperion after Commander Roland, expect to meet serious resistance from both factions. Or, if you're smart, just let them duke it out between themselves. Even then, it's going to be one tough fight out there. If you're gonna get Roland out alive, you better be bringing your A-game.

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FRIENDSHIP GULAG

"Friendship Gulag" is a Hyperion prison located north of Old Dahlwell Oasis in The Dust. Hyperion built it out in the middle of nowhere, so nobody could hear the screaming. This is where they send everyone they intend to squeeze for information, or hold for ransom, or just torture for the hell of it. The ultra-modern facility boasts numerous guard towers, countless Hyperion Loaders and their protective Surveyors, and an army of trained combat Engineers. All Crimson Raider attempts at breaching the compound have ended in abject failure. The prison is effectively impenetrable, and it's advised that no Raider get within a mile of the place. All rescue attempts should be considered hopeless, futile, and suicidal. Those who enter Friendship Gulag are never coming back. It's as simple as that.

Dangerous Beasts

ENEMY FAMILY
Loaders
Constructors
Surveyors
Engineers

High Value Targets

ENEMY	FAMILY
W4R-D3N	Constructor

Cult of the Vault

Fight your way to the northern end of Friendship Gulag and locate this Cult of the Vault symbol on the rear of a Hyperion container.

In the Middle of the Night

Head to Friendship Gulag and remain just inside the entrance, no farther than the vending machines, until night falls. Once it's adequately dark, the guard towers turn on their search lights and begin panning back and forth across the area. Wait for the nearest guard tower's right-hand light to shine directly at the entrance, then run under the arch and into the light to trigger this bonus Challenge. Be careful about straying too far when the light is askew, as you may be spotted by a Surveyor or a patrolling Combat Engineer or Loader before the guard's lights.

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A DAM FINE RESCUE

HEAD TO BLOODSHOT STRONGHOLD AND RESCUE ROLAND.

MISSION BRIEFING

Roland, the de facto leader of the resistance against Hyperion and Handsome Jack, has been kidnapped by the Bloodshot bandit clan. This is a bad thing. Lilith has instructed you to infiltrate Bloodshot Stronghold and break Roland out. Simple!

MISSION OBJECTIVES

- *Get vehicle.*
- *Infiltrate Bloodshot Stronghold.*
- *Rescue Roland.*
- *Honk horn at gate.*
- *Talk to Ellie.*
- *Get past Bloodshot gate.*
- *Harvest bandit vehicle parts.*
- *Return to Ellie.*
- *Build Technical.*
- *Honk horn at gate.*
- *Defeat Bad Maw.*
- *Lower draw bridge.*
- *Get to the W4R-D3N.*
- *Kill W4R-D3N.*
- *Destroy the Loaders.*

STORY MISSION REWARDS

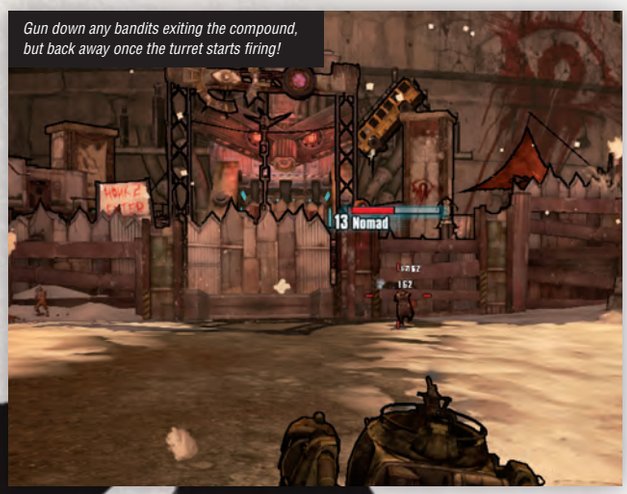
LEVEL	MONEY	XP	GEAR
12	4 Eridium	3169	—

**Money and XP may vary based on player's level at start of mission.*

Three Horns Valley

Lilith's attempt to teleport you directly to Bloodshot Stronghold so you can rescue her (ex)boyfriend fails on a spectacular level—she barely moved you 10 feet. Oh well, you'll just have to make it into the bandit base on your own. Proceed down the path leading out of Firehawk Lair and leap down onto the ice near the Fast Travel Station. Return to Sanctuary to stock up on equipment, do some optional missions, take a break, etc., then drive out to Three Horns Valley via the northern exit from Three Horns Divide.

Continue northwest along the main road toward the heavily guarded Bloodshot Stronghold. Honk your vehicle's horn to see if the bandits will open up the gate. Almost! Flanksteak, the leader of the Bloodshot gang, realizes that you're not a member and orders his gang to attack. Reverse direction immediately! You may think you can mount a counterattack with the Light Runner, but you'd be dead wrong!



Gun down any bandits exiting the compound, but back away once the turret starts firing!

Optional Missions Available

Prior to starting this mission, you should talk to Lilith and complete the "Cult Following" line of missions while Frostburn Canyon is fresh in your mind. Finish all four of those missions to get a legendary shield unique to that mission (the first Nova style shield you're likely to encounter). It's also beneficial to do the "Positive Self Image" mission when it becomes available partway during "A Dam Fine Rescue" to get your first Relic. The following optional missions are either available prior to the start of this mission or become available during it.

- *In Memoriam*
- *Cult Following: Eternal Flame*
- *Cult Following: False Idols*
- *Cult Following: Lighting the Match*
- *Cult Following: The Enkindling*
- *Positive Self Image*
- *Too Close for Missiles*

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> *In The Dust, we wanted car combat, a trailer park, a racetrack, a Hyperion area, a Buzzard camp, a junkyard, and like four different maps branching off of it. The map would need to be huge to fit it all in, and well, we got what we wanted.*
>
> **– BEN GETTLEMAN, LEVEL DESIGNER**

The Dust

Scooter comes on the ECHO to inform you that his sister, Ellie, might be able to help you out over in The Dust. You can access The Dust just to the right of the Catch-a-Ride near the Bloodshot Stronghold entrance. Once there, hug the canyon's edge on the right and steer straight for the junkyard in the distance. Ellie's Garage is just beyond the piles of scrap metal. She can't help you right away, but if you harvest the necessary parts from five Bandit Technicals, she'll fix you up a ride guaranteed to fool any of the Bloodshot members!

It pays to play it safe when attacking the enemy vehicles, especially if Buzzards are around. Don't hesitate to turn on the afterburners and flee to safety if your vehicle starts taking critical damage. Otherwise, you could be in for a long walk back to the nearest Catch-a-Ride station.

Bring the five bandit vehicle parts back to Ellie, then interact with the vehicle on the lift to make the necessary modifications. Ellie will enter the vehicle into the Catch-a-Ride system so that you'll be able to deploy a new Bandit Technical from any Catch-a-Ride system you encounter. Bandit Technicals come in two versions: sawblade and catapult. Select the Catapult Technical option for now—you'll see why in a minute—and drive back to Three Horns Valley.

PERSONNEL FILE 357XP

ELLIE

Characteristics:
Mechanically gifted; Fearless; Confident; Kinda scary

Threat Level:
Moderate (don't piss her off)

Intel Report:
Ellie's cordial, but deadly, and she'll toss you into a car crusher if you give her half an excuse to. With all the mechanical prowess of her brother, Scooter, and none of the debilitating incompetence, Ellie is a force to be reckoned with. The bandits of The Dust fear Ellie even more than they loathe her—and they loathe her a lot. Even though she left Sanctuary (due to family issues), her mechanical skill and hatred of bandits make her a valuable ally out here. In addition to bandits, Ellie is caught smack in the middle of the Hodunk/Zaford feud, and both sides want her dead. She'll likely solve both of those problems herself, but we should be prepared to offer some assistance.

Drive around the central area of The Dust, and take out any Bandit Technicals you see. Collect the parts they drop.

You didn't expect Ellie to do all the work yourself, did you? Get over there and build that truck!

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Undercover Driver

Once back in Three Horns Valley, drive up to the Bloodshot Stronghold gate and honk the horn. Your new ride does the job and tricks the bandits into opening the gate. Wait for the gate to open, and then launch a couple of fuel drums at any Bloodshot members you spot inside. Throw a few more over the walls to the left and right for good measure—you might even take out that turret that was firing at you before!

Enter the compound on foot and take a moment to kill any stragglers who evaded your barrels. Head up the stairs on the right to search for additional ammo. Flanksteak radios in that he's aware you're not one of them, but it's too late—you've already cleaned out half of his force! The other half consists of Bad Maw and his merry midgets.

Pick up the Bloodshot Bridge Key that Bad Maw drops and use it to unlock the wheel on the left to lower the drawbridge. Take one last look around the camp to gather up loot and money and to locate the Cult of the Vault symbol.

BAD MAW ...and his Merry Midgets

Bad Maw's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
18	—	4	Super Badass	Head	🔥 / —

Bad Maw is a particularly tough Nomad Torturer who wields a powerful shotgun in one hand and a large shield with three Midgets strapped to it in the other. Though he is indeed intimidating, and you'd be well-served to keep your distance, he's defeated quite easily once you know his secret: there's a large hole in the center of the shield!

Shield-carrying Nomads all make a habit of carrying their shield in front of them, and Bad Maw is no exception. Pick off the merry Midgets one by one to expose the large hole in the center of the shield. Now you have a clear means of harming Bad Maw even with a frontal attack. Keep your distance, and pepper his torso with Fire-based gunfire to set him aflame. It's important to inflict him with a status effect, whether it be Fire, Corrosive, or Shock, since you'll get few clean shots at his head.

Lob grenades at Bad Maw while backpedaling around the center of the encampment. Bad Maw continues firing his shotgun at you, but it's his charging shield-bash attack that you really have to worry about. Do not let him get close to you! Always try to keep at least 10 to 20 yards from him to minimize the damage he can inflict. Use your Action Skills to gain the upper hand, and target any barrels that survived the Catapult Technical's earlier barrage.

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Behind Enemy Lines

The Bloodshot Stronghold interior consist of several very large rooms, many with various elevations and walkways, separated by narrow hallways that offer brief respite from the action. You'll enter the area in the southeast corner in a quiet corner room with ammo and medical vending machines. Roland is being held captive in a cell at the far end of this semi-circular facility. To find Roland, you must navigate an elongated counter-clockwise loop through a dam crawling with Bruisers, Badass Psychos, Suicide Psychos, and Nomad Torturers, among many others.

Make your way through the first two large rooms by using steady advance-and-retreat maneuvers. Enter the area, shoot the nearest targets, then quickly retreat and use the angles to your advantage to shoot through the doorways without standing in front of them. You're going to use up a lot of ammo as you proceed north through the first few rooms, so don't hesitate to retreat south and buy more at the Ammo Dump vending machine, should the need arise.

Fire on an angle through the doorways whenever possible to present a smaller target to the enemies in the distance.

UNCHAIN THY MIDGETS

You have a couple of options when it comes to dealing with the merry Midgets. You can headshot them for the instant kill, or you can shoot the chains that hold them on and essentially free them. This latter option is attractive because it leaves you with some fodder to kill in case you need a Second Wind. Another option (unless you're playing as Salvador) is to leave them chained to Bad Maw's shield and rely more heavily on Action Skills like Deception, Phaselock, or the Sabre Turret to gain a flanking opportunity. This way, the three Midgets are right where you need them if you get downed.

ROCKETS ON THE READY

By now, you should have your first rocket launcher. Take a moment to purchase launcher ammo from the Ammo Dump vending machine. You may not need these rockets during your journey through Bloodshot Stronghold, but they are worth having just in case. It's also useful to keep a rocket launcher equipped just in case you need its extra firepower to get a Second Wind.

Advance past the initial enemy encounter to the break room and collect the first of six lost ECHO Recorders, then take a moment to bounce on the couch on the left—we won't tell. Snipe into the generator room before advancing beyond the break room to minimize exposure to return fire. Target any nearby Bruisers or Suicide Psychos first, then lob a grenade at the Nomad Torturers who typically guard the rear of the room. The narrow walkways on the left and right, above the trench, funnels the enemies toward your position, provided you don't advance too far.

Upon entering, take immediate cover in the third large room to avoid the turret at the far end. Depending on your weaponry and skills, you may be able to eliminate the turret without advancing much beyond the southern entrance to the area. This is particularly true for those with powerful sniper rifles and Maya, who can use her Phaselock ability over tremendous distances. Don't just settle for killing the gunner, as another may take his place—you must destroy the turret to be safe!

Stay near the entrance to this larger area, and gun the enemies down as they cross the narrow bridge on the left and right.

Snipe the gunner using the Bandit Turret if you can, but keep firing until the turret itself is destroyed!

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SAFE CRACKER

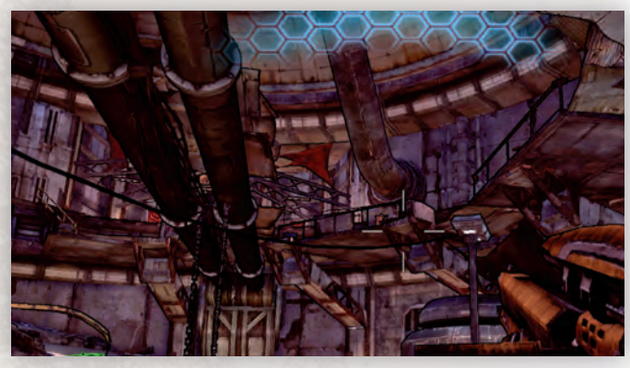
Bloodshot Stronghold contains a number of safes that, at first glance, look like any other lootable container. These safes require a bit more than a button press to open, however. Since they're locked, you must smash the lock mechanism with a melee strike in order to open it. Safes almost universally contain cash, except when they also contain some Eridium.

Continue along the right-hand side of the room from cover to cover if you can't take out the turret from afar with Phaselock or a high-powered sniper rifle. Move up the right side of room, and clear out the enemies behind the beams. Do not rush! Take your time, keep your head down, and watch for gunfire from adversaries on the upper walkway to the left. If you hadn't already, take out the turret before standing up to grab the second ECHO Recorder. Collect the massive amounts of loot dropped throughout the room, and explore the southwest corner to find another couch to leap onto.

Spiraling out of the Suckhole

Satan's Suckhole area contains a large multi-level spiraling walkway that rises up along the perimeter of the room above a deadly whirlpool. Move slowly from cover to cover while on the lower level, as you actually have a bit of advantage here. Most enemies cannot shoot you, but the cover up top is lower, making it possible for you to shoot them from down low! Never hesitate to retreat back to the hallway containing the New-U station to allow your shield to recharge or to simply take a deep breath and reset.

Continue up the spiral, and once you get a chance to gain the second floor, focus on getting to the third floor quickly and moving away from any barrels in the area. You're going to need to take special care to avoid any Suicide Psychos and Bruisers, especially since Bruisers often wield Torgue shotguns that fire explosive rounds.



Take out as many of the upper enemies as you can prior to ascending above the ground floor.

Make your way to the southeast corner of the third floor and take cover behind the metal sheeting on the railing. Eliminate the last of the enemies and watch the doors to the northwest, as Mad Mike is set to attack. Mad Mike is a unique Nomad with a powerful rocket launcher and a pretty thick shield. He can be positively lethal if you get stuck down low, as his rockets have wide splash damage. But if you can get to the upper floor and stay in the southeast corner, you can open fire on him as he appears and (provided your aim is true) take him down before he's much of a threat. If he does end up killing you, however, make your way back to the concrete ramp that leads up to the second floor to draw him out, then consider retreating to lure him down to the lower level, where there's more cover. Though you can use the central bridge for cover, you don't want to be stuck underneath him. Bait him into fully descending if you feel trapped below.

Take cover in the southeast corner of the upper level to be in prime position for sniping Mad Mike as he enters the area.

Southward to the Cell Block

Exit Satan's Suckhole via the door that Mad Mike had used and round the corner at the northern end of the facility to a large room with multiple tanks and even more Marauders and Bruisers. Hang back and allow your grenades—preferably a Mirv or Bouncing Betty Grenade if you have one—to weaken the nearest batch of enemies. Gun the rest down as they approach either of the small staircases.

Proceed south to the water-filled room just beyond the stairs leading up to the control room. This area is filled with numerous enemies approaching from two holes in the deteriorating superstructure of the dam. Some make their way down the sloping pile of debris in the center of the room, while others attack from the left. Hold your ground on the elevated platform on the northern side of the room, where you enter, and use the barrels placed throughout the room to weed out the foes as they approach. Watch for incoming grenades, and sprint to the far end of this platform (or retreat back into the hallway) to escape the blast. Don't overlook the ECHO Recorder in the center hut or the couch in the far corner, under the chest.

The cell block isn't far ahead, just beyond the fifth ECHO Recorder. Note the locked prison cells on either side of the room, particularly cell G4, which contains a large weapons chest.

> ***Mad Mike is one of Flanksteak's lieutenants. He has been on the outs and has been forced to oversee operations around Satan's Suckhole for the past few months.***
>
> ***– MIKE DAVIS, LEVEL DESIGNER***

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Take out the Bruisers first before they get too close!

Run along the pipes to the security room, and flip the lever to access the loot inside cell G4 and others.

Only one of the cells is currently open—the one containing the New-U station—but you can unlock the others if desired. Climb the ladder to the left of the cell containing the New-U station and follow the catwalk around to the chest at the end. Return along the catwalk to the red pipes and leap onto them. Run along the pipes to the eastern end of the cell block to enter the guardhouse. Throw the switch to G4 (and any other cells you want to search the toilets of) to get the chest and other loot downstairs. The last two switches don't work.

Roland is locked away in cell G7 and is waiting for your approach. Unfortunately, the introductions are cut short when a Constructor by the name of W4R-D3N abducts him from his Bloodshot captivity. Though it looks like you've reached a dead-end, an EXP Loader enters the cell, activates its combat routine, and promptly self-destructs. Yes, the EXP stands for "Exploding."

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KILL THE POWER

The electrified barrier on the right is blocking your access to a chest, but not for long. Clear out the remaining enemies from this corner of the facility, and start down the hallway on the far side. Take a detour up the stairs on your left and kill the Badass Nomad who attacks from the rear of the control room. Throw the switch on the fuse box near the window overlooking the electrified barrier, then return the way you came to loot the chest.

FEELING OVERWHELMED?

If the action starts to get a little too intense for you in this large watery room, and the platform near the entrance isn't offering enough help, don't hesitate to retreat back toward the stairs to the control room. It takes some time, but the enemies eventually chase you down the narrow hallway, essentially lining up for you to shoot them. It's almost always advantageous to funnel foes through narrower spaces like this.

DUDE, WHERE'S MY KEY?

There are five sets of car keys hidden in this area, each of them dangling from the trunk or door of a different car. Unlike the collectible ECHO Recorders, you won't see any white beams of light emanating from these keys. No, you're going to have to look really close if you want to spot these pint-sized collectibles. Consult the map and accompanying screenshots for information regarding all five locations.

Giving Chase

Handsome Jack has sent an army of Hyperion Loaders to attack the Bloodshot base and kidnap Roland, but hope isn't lost. Though the Bloodshots are now engaged in all-out war with a mass of Hyperion Loaders, there is time for you to chase after W4R-D3N and bust Roland free before the drop barge comes to take him away.

Switch to a Corrosive weapon if you have one—it doesn't matter how weak it is—and open fire on the Loaders in the distance. Pick off the weakened Loaders and Bloodshot bandits as they war with one another, and advance beyond the pit in the ground to the door leading to Bloodshot Ramparts. Don't miss the final ECHO Recorder on the ground on the right before leaving this area.

Keep your distance from EXP Loaders and aim to shoot the GUN Loaders in the small red eye on their chest. Target the blue power cell in the heads of EXP Loaders for insta-kills!

Caught in the Crossfire

The surface of the dam has erupted in total war between the Bloodshot gang and Handsome Jack's Hyperion army. The majority of the Loaders sent to battle on the dam come in two forms: GUN Loaders and EXP Loaders. The GUN Loaders fire machine guns and occasionally throw grenades (a grenade icon appears above them as they ready a grenade). GUN Loaders are susceptible to critical shots to the small red eye located in their chest. EXP Loaders, on the other hand, emit a powerful shockwave that electrifies those around them in attempt to trap them within the blast radius of their self-detonation. The power core within the top of their head, if shot, instantly kills the EXP Loader via premature explosion.

Distract the already distracted enemies with Deception. Just like sniping fish in a barrel!

Though the action is extremely intense in this area, many of the enemies you encounter, at least initially, are distracted by another warring faction. This makes your job quite easy (again, initially). Continue to use your preferred Corrosive or Shock weapon (or explosive if you have neither), and push forward across the crumbling surface of the dam. The drop barge is en route, but you're not under any deadline to reach Roland (yet).

> *In* **Borderlands 2**, *we really wanted to show how the whole world of Pandora is competing against each other for dominance. It's not just the world versus the Vault Hunters. Instead, there is a whole ecosystem of allies and enemies, and these guys really do hate each other. Most of the bandits are as unhappy about the existence of Hyperion as the Vault Hunters are!*
>
> **– MIKE DAVIS, LEVEL DESIGNER**

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LOADER COMBAT 101

Loaders are highly susceptible to Corrosive weaponry, so equip any Corrosive weapons you have on hand for the remainder of this mission. Short of having Corrosive weapons, it's worth equipping a Shock-based sniper rifle. GUN Loaders have a very small but highly sensitive critical area: the little red "eye" in their chest. Although you can shoot their arms off and bring them to their knees with body damage, Critical Hits to their eye inflict heavy damage and kill them even faster. The Shock element drains their shields and makes successive shots even more damaging.

TRIBUTE TO MARCUS

The Bloodshots were so enamored with Marcus' weaponry that they built a shrine to him in hopes that he would present them with weapons in return. Spot the smaller golden Marcus statue on the east side of the map, and leap from the cars to the post to the top of the huts to reach it. The trunk beneath the statue often contains several interesting weapons.

ROLAND

PERSONNEL FILE 412T3

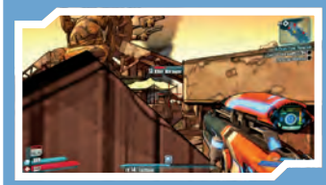
Characteristics:
Strategic; Righteous; Heroic; Natural leader

Threat Level:
Critical (Roland holds our resistance together)

Intel Report:
Like many of us, Cmdr. Roland is a former member of Atlas' Crimson Lance PMC. Unlike us, he's also a former Vault Hunter. When Hyperion took over Pandora years back, Roland cast off his Vault Hunter role and set to building a resistance against Hyperion's leader, Handsome Jack. After the fall of New Haven, Roland assembled the abandoned soldiers of the Crimson Lance left over from Atlas' occupation, and gave them a choice: join Roland's resistance against Handsome Jack, or, you know… don't (Cmdr. Roland was considerably more convincing in his speech back then). After recruiting many of the Crimson Lance (and killing the rest), Roland led us to take control of the old Dahl settlement of Sanctuary. Roland then rechristened us "The Crimson Raiders"—defenders of Pandora, fighters for freedom, and an eternal thorn in Handsome Jack's side.

SNIPE THE SNIPER

The area just beyond where you encounter the Badass Loader contains a watchtower housing a Killer Marauder with a sniper rifle. He often gets killed by other Loaders or Repair Surveyors, but you can eliminate him yourself by out-sniping him. Climb the ladder in the northwest corner of the area where the Badass Loader attacked to reach the uppermost platform. There's not much clearance between the wreckage, but you can get a clean shot on the sniper from here.



Cross through either of the two Hyperion containers to span the gap in the bridge and continue on toward the New-U station up ahead. This is where things start getting a bit more intense. Not only do the EXP Loaders attack in greater numbers here, leaping and sprinting straight toward you, but a Badass Loader also joins the fray. Badass Loaders dual wield conventional weapons with their arms while also firing projectiles from twin autocannons on their shoulders. Taking cover is essential! Aim for their weak point, and don't hesitate to use your Action Skill against them, no matter which class you are.

This area of the dam has multiple levels, and you can head up the left-hand ramp to reach the middle level or ascend again to the third (where you can find another set of car keys). Stay on the lower level until you defeat the Badass Loader, then scour the upper ramps. Repair Surveyors begin to attack in this area, as well. These nuisance drones serve two purposes: to repair damaged Loaders (those with the wrench icon above them) and to electrocute Vault Hunters like yourself. They're extremely weak—one shot is all it takes with a typical sniper rifle—but they can be very difficult to get a bead on until they straighten out and attack you head-on. Like dealing with rakk, Axton's Sabre Turret can make quick work of them while leaving you to focus on non-flying threats.

Work your way in a counter-clockwise direction around the back of the massive—MASSIVE—golden statue of Marcus. This area contains many more Loaders and Repair Surveyors and precious few Bloodshots, so expect all of the attention to be focused on you. Approach the Fast Travel Station (stay clear of the doorway to the right of it until absolutely ready to fight W4R-D3N), and take a moment to prepare for the upcoming battle. Although you may be tempted to use this Fast Travel Station to return to Sanctuary and purchase new weapons or ammo, this is a one-way Fast Travel Station (hence the orange lights instead of the typical blue lights). If you leave this area, you'll have to fight your way back through Bloodshot Stronghold. Don't go!

Shrine of the Gunbringer

W4R-D3N

W4R-D3N's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
16	10	2	Super Badass	Digistructing eye	Weak to corrosive impact, resists status effects, resists grenade damage

The Hyperion bot that made off with Roland, W4R-D3N, is known as a Constructor. These foes attack with high-powered laser beams and are capable of firing rockets, but that's not their main purpose. Constructors are so named because their principle function is to construct and deploy an army of Loaders. This is the gift Handsome Jack has given the Hyperion Corporation: a self-replicating army of autonomous bots!

The most important thing to understand when fighting W4R-D3N is that the longer W4R-D3N is functional, the harder this battle becomes. Not only does the Constructor EXP and GUN Loaders, but it even constructs Badass Loaders. And you do not want Badass Loaders flanking you while you're trying to take out a high-value target like W4R-D3N!

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> *W4R-D3N's area is important to prepare for the double outcomes. Either the player is going to finish the fight there, or fail and the fight is going to be taken elsewhere. So the WAR-D3N needs a path out of the area, and thankfully with his jump jets, this can be pretty easy to maintain. He is also the first constructor that the player comes up against, so we needed a space large enough without too many distractions so that the player really understands what these types of robots are capable of. We set out to make sure players understood that constructors construct multiple robots—that this is their main function—and after that, they throw out a lot of fire power.*
>
> **– MIKE DAVIS, LEVEL DESIGNER**

PRISON BREAK!

Don't worry if you fail to kill W4R-D3N before Roland is taken to Friendship Gulag. Simply use the nearby Fast Travel Station to return to Sanctuary and get some better equipment and restock your ammo supplies. Once equipped with a powerful Shock weapon and a rocket launcher, you're ready to Fast Travel to The Dust. Grab some wheels from Ellie's Garage, and drive north across Old Dahlwell Oasis to the entrance to Friendship Gulag.

Friendship Gulag is typically crawling with GUN and EXP Loaders, as well as Combat Engineers—human combatants in full armor who are every bit as vulnerable to Corrosive attacks, but weaker than the Loaders. Fight your way to the rear of the camp to give W4R-D3N another try. Use the cover around the large square trench in front of W4R-D3N to shield yourself from its laser attacks, and open fire on its eye with a Shock weapon. With any luck, your new and improved weaponry, additional ammo, and previous experience will carry you through to victory.

The battle to free Roland can become very difficult if you aren't properly equipped and can't keep the bot's shields down. (Note that Repair Surveyors and Shield Surveyors fly overhead and repair W4R-D3N and its Loaders throughout the battle.) Not only do more Loaders enter the fray, but you are racing against time and must destroy W4R-D3N before the drop barge comes and relocates Roland to the Hyperion prison camp, Friendship Gulag. Once the objective flips to "Kill W4R-D3N," you have 263.471 seconds before the drop barge arrives (seriously, that is the exact amount of time you have).

Fortunately, there's a way to take out W4R-D3N with surprising speed and little risk. Equip your most powerful Shock-based weapon; a sniper rifle is ideal, but any weapon works. Enter the Shrine of the Gunbringer where W4R-D3N is located, and sprint into cover behind the car in the center of the area. Once behind the car, immediately crouch down and begin sniping the bot's large red eye. This keeps you safe from W4R-D3N's laser attacks, but it also prevents the Constructor Turret on the ground in front of W4R-D3N from hitting you. Continue firing at the eye for Critical Hits to drain the shield and inflict heavy damage.

Ignore the Loaders and Repair Surveyors as best you can, and once the shields are down, step out from behind the car and hit W4R-D3N with your rocket launcher. It's also worth lobbing any grenades you have, especially if they are explosive or corrosive. Return to the cover afforded by the husk of the car, and continue sniping W4R-D3N's eye until it has been destroyed. Whatever you do, don't try to fire any rockets through the car. Similarly, be extra careful when reloading Tediore weapons in this spot, as they very well may blow up in your face!

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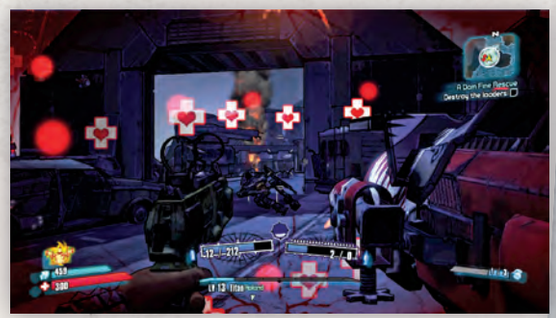
Turret on the Battlefield

Roland doesn't hesitate to open fire on the remaining Loaders, particularly the Badass Loaders that are bound to attack. The turret he deploys is similar to Axton's Sabre Turret in appearance only. Roland's turret has a large bullet-proof shield on either side of it and can heal all teammates within the circle of influence. Take cover behind the shield and enjoy increased health regeneration while you unload your rocket launchers, Corrosive bullets, and anything else you want to throw at the remaining Loaders. Talk to Roland to complete the mission; he'll head back and wait for you in Sanctuary. Be sure to raid the chests in the area before leaving.



Enjoy the health benefits of Roland's turret while mopping up the remaining Loaders.

NO MAN LEFT BEHIND

The Bloodshots never had a chance, not with you knocking down the front door and the Hyperion Corporation planning a surprise attack from the rear. You successfully rescued Roland from Hyperion's clutches, but W4R-D3N was definitely not Hyperion's top of the line bot. You can be sure Handsome Jack won't underestimate you next time...

The Districts of Tundra Express

LOCALE	LIMITED ACCESS?	FIRST VISIT
Varkid Ranch	No	"A Train to Catch" story mission.
Varkid Ranch Observatory	No	"A Train to Catch" story mission.
Tiny Tina's Workshop	No	"A Train to Catch" story mission.
Buzzard Academy	No	"A Train to Catch" story mission.
Meltwater Crossing	No	"A Train to Catch" story mission.
Old Man Johnson's Farm	No	"A Train to Catch" story mission.
Mount Molehill Mine	No	"Mine, All Mine" optional mission.
Skittering Mound	No	"You're Cordially Invited: Party Prep" optional mission.
Ripoff Station	No	"Pretty Good Train Robbery" optional mission.

Dangerous Beasts

ENEMY FAMILY
Varkids
Marauders
Psychos
Midgets
Nomads
Goliaths
Buzzards
Rats

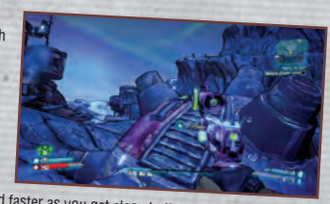
High Value Targets

ENEMY	FAMILY
Madame von Bartlesby	Varkid
Prospector Zeke	Nomad

King of the Buzzard World

Proceed up the stairs on the north side of Buzzard Academy and continue across the ramp and around the corner to where the second badonkadonk is located in "A Train to Catch." Look to the building with large curved roof, and leap from the helipad onto the nearby boxes, then onto the wooden platform with the other crates. Use those crates to reach the top of the curved roof, then run and jump to the roof with the smokestacks to complete this Challenge. Check the potty-with-a-view on the adjacent roof to see what goodies are inside.

What's Yours is Mine



It's no surprise that a region home to Tiny Tina would be sprinkled with a large number of explosives, but some of these bombs can actually be disarmed—if you're careful, that is. The large spiked bombs resemble naval mines and come in two general styles: most of them are rusty, red, and lack a disarming switch. These bombs blink faster and faster as you get close to them, but they don't make a beeping noise. Tiny Tina's bombs, on the other hand, are bright pink, have a visible green light above a handle, and make a beeping noise when they detect someone nearby. You must approach very slowly, preferably while crouched, and deactivate them by interacting with the lever near the green light. Disarming isn't difficult as long as you don't make any sudden movements. Though the bombs do detonate if you fail to be delicate in your approach, you need only leave and return to Tundra Express to reset them (you'll retain credit for those you previously disarmed). The locations of the bombs are shown on the accompanying map.

Additional Challenges

Bug Off: Kill Madame Von Bartlesby without taking damage from her bug bombs (see "You're Cordially Invited: Party Prep" optional mission for details).

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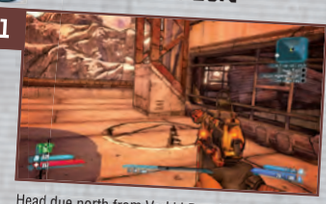
Cult of the Vault

1



Head due north from Varkid Ranch toward the Varkid Ranch Observatory. Look for the stairs beneath the arch carved into the rocks, and climb the ladder up to the roof of the facility. Proceed around the corner to the right to find the Cult of the Vault symbol.

2

Make your way north from Tiny Tina's Workshop to the cabin near the fork in the train tracks. Check that no trains are coming, then walk around to the north side of the cabin to find the Cult of the Vault symbol on the side.

Positive Reinforcements

1 The first alarm you're likely to find is in the center of Buzzard Academy, right near the crumpets during the "You're Cordially Invited: Party Prep" optional mission. Kill all of the existing enemies in the area before turning the wheel to summon reinforcements.

2 This alarm is in the Mount Molehill Mine area of Tundra Express, on the lower level. Triggering this alarm summons additional Goliath Diggers and Rat Miners, the latter of which can burrow into the ground to escape your attacks. Rat Miners are capable of eluding Raging Digger attacks, so knocking the Goliath's helmet off may not yield much assistance.

3 The third alarm is located on the upper train platform at Ripoff Station. Using this alarm after sending a Goliath into a rage is a great way to work on building a Goliath up to God-Liath status. Relocate to the eastern side of Ripoff Station to avoid being hemmed in underneath the station platform when the flood of enemies arrives.

TUNDRA EXPRESS

So named for the Hyperion supply train that screams through it every few minutes (buying anyone caught loitering to close to the tracks a one-way ticket to the nearest New-U station), the area known as Tundra Express is a half-way decent place for gathering intelligence, killing bandits, or eating crumpets. Home to some of Pandora's more colorful personalities, Tundra Express is absolutely covered in rockets, flame traps, and other explosives—mostly thanks to the area's most ferocious resident: a (frighteningly) young demolitions expert who calls herself Tiny Tina. Cmdr. Roland's "top" field agent, the former Vault Hunter Mordecai, also frequents the area—partially because the Hyperion trains that pass by are a great source of information if you plant a remote hacking device on them, and partially because the Varkid Ranch observation tower provides a suitably quiet place to sleep off a hangover.

Speaking of the Varkid Ranch, this area raises metamorphic insects known as Varkids. Supposedly, Varkid fluids make great explosive materials, but dealing with the violent, unstable creatures hardly seems worth it. Fortunately, the hill-like nests are easy to spot and should be readily avoided. The insectoids do make a rather amusing screech when set on fire, though. Heh.

Lastly, there are unconfirmed reports of a forgotten Fast Travel station located somewhere in the area of Old Man Johnson's Farm. It's said to still be functional, and could prove useful to anyone trying to cross Tundra Express' expanse in a hurry.

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FARMHOUSE FAST TRAVEL

There's a secret Fast Travel Station tucked away in a bunker beneath Old Man Johnson's Farm in the northwest corner of Tundra Express. Leap onto the roof of the barn via the pile of tires, and disable the fuse box inside to cut the power to the electrical barrier in the farmhouse. Enter the house and locate the trapdoor in the corner. Descend the ladder to a secret room containing a vending machine and a Fast Travel station. Once you find it, you can use this Fast Travel destination from any Fast Travel station in the network, but you'll have to throw the fuse box switch in the basement before climbing the ladder to exit—the security automatically resets after you leave the region.

The Districts of End of the Line

LOCALE	LIMITED ACCESS?	FIRST VISIT
Snowblind Defile	No	"A Train to Catch" story mission.
Terminus Plateau	No	"A Train to Catch" story mission.

Dangerous Beasts

ENEMY FAMILY
Loaders
Surveyors

High Value Targets

ENEMY	FAMILY
Wilhelm	—

Cult of the Vault

The Cult of the Vault Hunter symbol in this area is among the most easily spotted in all of Pandora. It's on the left-hand side, just beneath the train trestle you pass before dropping down to Terminus Plateau.

Additional Challenges

Master of All He Surveys: Kill Wilhelm without destroying any of his surveyors (see "A Train to Catch" story mission for details).

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END OF THE LINE

Notable primarily for its large, flaming scrap heap that used to be a Hyperion train, the End of the Line brings to mind all sorts of badass, train-based one-liners. When seeing a flaming Hyperion Loader crawl helplessly from the wreckage, one is tempted to growl: "That was your last stop, jerkbag." Or maybe: "How was your express train... to hell?"

A ruined bridge of your doing leads up to an icy plateau overlooking Tundra Express. The area known fittingly as End of the Line is little more than a wreckage site, crawling with Hyperion's latest Loaders and Surveyors. There is only one reason for a Vault Hunter to visit this place, and that's to secure the Vault Key rumored to be on the train.

RAIDER RECON R5SBT

RAIDER RECON F6000

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A TRAIN TO CATCH

SPEAK TO ROLAND ABOUT STRIKING BACK AT HANDSOME JACK.

MISSION BRIEFING

You've rescued Roland from Hyperion—now it's time for the customary "thanks for rescuing me from those bad guys; now, let's talk about how we're going to put a bullet in Jack's face" conversation back in Sanctuary.

MISSION OBJECTIVES

- *Meet Roland in Sanctuary.*
- *Get to Tundra Express.*
- *Wake up Roland's spy.*
- *Get Vault Key.*
- *Meet Tina.*
- *Hijack Hyperion train.*
- *Find badonkadonks.*
- *Return to Tiny Tina.*
- *Pick up damsels.*
- *Set up Tina's damsels.*
- *Arm damsels.*
- *Go to wreckage site.*
- *Find fortified train car.*
- *Search fortified train car.*
- *Defeat Wilhelm.*
- *Pick up power core.*
- *Get back to Sanctuary.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
14	43	3104	Relic (White)

**Money and XP may vary based on player's level at start of mission.*

Tundra Express

Wake Up Call

Meet Roland back at the Crimson Raiders HQ in Sanctuary to learn about his plan for exacting revenge on Handsome Jack: his solution lies in the frozen land of Tundra Express. Fast Travel to Three Horns Divide, and proceed due north to Tundra Express via the nearby exit.

Have your preferred Fire weapon ready and proceed down the hill toward Varkid Ranch, bearing to the right. The only way to wake up Roland's spy is with the sound of three varkids screaming. And the only way to get them to scream is to make them burn.

Larval Varkids don't burn for very long before dying, so you're going to want to get the attention of multiple Larval Varkids before opening fire on them (alternately, allow one or two to morph into much more resilient Adult Varkids). The counter in the objective list will update to show how many are currently burning—keep torching as many varkids as you can until you get three alight at the same time. It's also possible to light multiple varkids on fire by shooting one of the Firemelons growing in the area. Wait for several Larval Varkids to exit the hive near a Firemelon, then shoot the plant to release a ball of fire!

Larval Varkids don't burn for long, so be sure to use a fast-firing weapon to light 'em up!

Optional Missions Available

There are essentially four new missions that you can take on prior to or during the main "A Train to Catch" mission. For starters, it's worth accepting the "Splinter Group" mission from Tannis and returning to Bloodshot Stronghold. Not only does this help you complete the "Eff Yo' Couch" Challenge, but it also leads to the discovery of the mission item needed to initiate the "Out of Body Experience" mission, which takes place at Bloodshot Ramparts and returns the player to Sanctuary. The "Mighty Morphin'" mission serves as a nice introduction to the varkid, a unique insect species that resides in Tundra Express. Finally, you may encounter an enemy who drops the ECHO Recorder that offers the "No Hard Feelings" mission while you're in Tundra Express. If so, take several minutes away from "A Train to Catch" and complete this quick optional mission.

- *Splinter Group*
- *Out of Body Experience*
- *Mighty Morphin'*
- *No Hard Feelings*

OVERTIME PAY

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Roland's friend goes by the name Mordecai, a skilled sniper who assisted in the opening of the first vault five years ago. Mordecai has learned of a train he believes to be carrying Handsome Jack's Vault Key—a train ripe for hijacking! One look at your backpack tells you that you're not exactly packing enough firepower to pull that off; you're going to need some help! That's where Roland's friend Tiny Tina comes in. Don't let the name fool you, as she's the best demolitions expert around. And she's always willing to lend a hand.

Tiny Tina's Workshop lies due north from the Varkid Ranch. Take a minute to climb the ladder up to the roof of the Varkid Ranch Observatory to locate the Cult of the Vault symbol and to see what goodies are lurking within the weapon chest up there. Continue around the central mountain in a counter-clockwise direction until you come to a locked door flanked by two oh-so-cute bunny drawings.

Behind that gate resides the littlest illin' demolitions expert this side of Eridium Blight.

Tiny Tina is all too excited to help you hijack a train, and she's got just what you need to get it done. Her two fine-assed stuffed animal friends are up for the task, save for one problem: they're missing their, ahem, badonkadonks. And ladies can't fly without their badonkadonks!

Kids are so cute at that age.

VARKIDS, VARKIDS EVERYWHERE

The varkids build towering indestructible hives above ground that house numerous Larval Varkids. These immature and relatively weak insects are territorial attackers capable of morphing into larger, deadlier forms. Larval Varkids, provided they're not the last one standing, burrow into the ground and form a pod, which hatches within several seconds to release an Adult Varkid. These mature forms can similarly morph into Badass Varkids. The Adult Pods and Badass Pods are actually worth more XP than the deadly enemies that spawn from them, so cut them down before they hatch! There are many more facets of varkid evolution. Turn to the "Almanac of Dangerous Beasts" section of this book for details.

MORDECAI

PERSONNEL FILE 12XG

Characteristics:
Sarcastic; Expert marksman; Smells like a distillery

Threat Level:
Moderate (when he's sober)

Intel Report:
After a torrid love affair with Mad Moxxi, Mordecai's life hasn't been going so hot—but then again, neither would yours if your girlfriend left you for Handsome Jack. Mordecai is a "valuable" asset in the fight for justice and freedom and all that, but at the end of the day (or even the beginning of the day), Mordecai just wants to lay back with his bird friend, Bloodwing, and swig down a nice cold drink. These days, Roland mainly has Mordecai out on scouting duty. He sets himself up near a Hyperion installation, does some reconnaissance, steals whatever protected data he can, and then celebrates with a beer or two. Or three… dozen.

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TOWERING INFERNO

The residents of Tundra Express have installed flame-throwing towers in the center of the most populated varkid dens. Feel free to pull the lever on the tower anytime the varkids become a nuisance; just be sure to run away quickly! Walls of flame erupt from the jets atop the tower and sweep back and forth across the area, burning everything caught within the immediate area. Even you! Unfortunately, the towers kill the varkids so quickly, they don't have time to scream.

DEATH CHOO-CHOO CHOOSES YOU

Watch out—with your ears, that is—for the train! The trains that periodically speed across Tundra Express are much wider than the tracks you see laying around the area, and there's no such thing as a glancing blow. It's an instantaneous one-hit-kill to anything near the tracks when the train passes by. You'll be seeing the bright lights of the Hyperion New-U digitizer before you knew what hit you (though it is in fact a train that hit you, in case you are curious).

Operation: Babies Got Badonkadonks

Make your way north out of Tiny Tina's Workshop toward the fork in the train tracks. Locate the Cult of the Vault symbol, and continue the loop around the perimeter of the map in a counter-clockwise direction. This is an indirect and longer route to your destination, but for a good reason.

The train typically takes the inner loop at the fork, but you'll need to keep your ears open for the oncoming train as you walk alongside the tracks toward Old Man Johnson's Farm. Turn south and cut across the fields toward the inner track as it heads due south toward the waypoints marked on the minimap. This roundabout path to Buzzard Academy allows you to approach from the rear of the facility, within steps of the first badonkadonk.

The first badonkadonk is on the table, just inside and to the left of the rear entrance. How fitting.

Entering through the rear of the facility allows you to take cover under the low-hanging structures and walkways and avoid most of the Buzzard's rockets and gunfire while you eliminate the foot soldiers. Use the barrels around the area and your Action Skill to take out the nearest enemies first, then take aim at those on the elevated walkway, but only if you can get a clear shot. Focus on the tougher adversaries first, making sure to leave low-level Marauders alone in case you need a quick Second Wind.

Focus your fire on the Buzzard's engines to score Critical Hits.

> *Varkids are known for their uses in demolition and explosive product creation. This is much of the reason why you see Tiny Tina out here, as well. Tina and the bandits in this region farm the slime and substances that go into a Varkid morphing process in order to make more powerful explosives and dynamite. It can be quite a tasty business, especially with all the mining going on!*
>
> **– JASON REISS, LEAD LEVEL DESIGNER**

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> *When designing Tundra Express, I set out to make sure that we had a large nonlinear open landscape that existed early in the game. I wanted the player to have lots of freedom in how they approach encounters and enemies. Sometimes it's fun to put in a large sandbox that the vault hunters can just play in.*
>
> **– JASON REISS, LEAD LEVEL DESIGNER**

Grab the first badonkadonk and angle to the northeast, under the large gray structure, and around the back of the building nearest the rocks. Climb the steps to the landing, then continue up the next set of stairs and across the walkway on the right. Circle around to the north in a clockwise direction to find the second badonkadonk. This area is crawling with foes, and you'll be completely exposed to the Buzzards. Target their engines and stay under overhead cover near the badonkadonk as long as possible.

Return to Tiny Tina and present her with the two badonkadonks. She'll take them into her workshop, and (provided you give her the privacy she requests) it won't be long before you're staring at her twin damsels. Only Tiny Tina would strap two stuffed animals to high-yield rockets and send you on your way to hijack a train with them.

Take out the Buzzards from beneath this overhead cover, then grab the badonkadonk and run back to Tiny Tina.

Tina's twin damsels are yours for the taking.

TINY TINA

PERSONNEL FILE F2012

Characteristics:
Energetic; Unstable; Really, really likes explosions

Threat Level:
Ridiculous (DO NOT LET HER INTO SANCTUARY)

Intel Report:
Tiny Tina is what you can expect to get when you take a sweet, innocent little girl and raise her on Pandora. As a child, Tina gazed into the abyss of madness and violence that is Pandora, and she survived the only way she knew how—she went insane. Granted, Tina's insanity is considerably more entertaining than most varieties of mental breakage. Despite the fact that she's 13, Tina still loves stuffed animals, tea parties, and force-feeding explosives to bandits. You know, "kids' stuff." A couple of years back, Tina and Cmdr. Roland met during what would one day be referred to as "The Rancid War." Since then, she vowed to help Roland instead of blowing him up—a promise NOT extended to anyone else in the Crimson Raiders.

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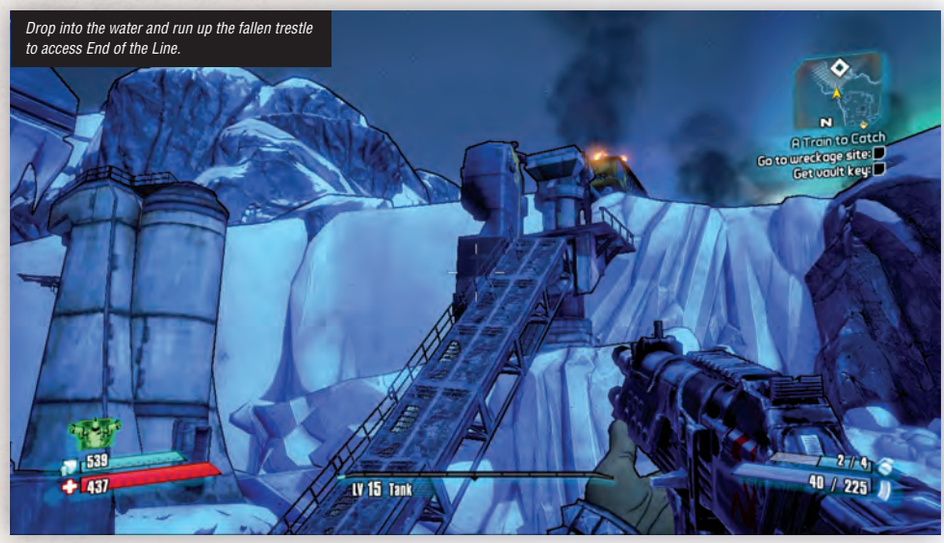
GOING GREEN

There aren't any "Marcus Munitions' Guns" vending machines in End of the Line, and it really pays to have a Corrosive weapon when you get there. Check the vending machine in Old Man Johnson's Farm to see if it has a Corrosive weapon that whets your appetite for armor-clad destruction. You should also have a Shock weapon and a rocket launcher, but more about that later...

Cross the bridge just north of Tiny Tina's Workshop to enter Meltwater Crossing. Fight your way past the various Marauders, Nomads, and Goliaths in the area, and locate the ladder to the right. Climb the ladder and set up the damsels on the roof in the positions marked. Go ahead and give their bellies a gentle tap to arm them once you're ready to give Tina the all-clear.

Arm the ladies whenever you're ready.



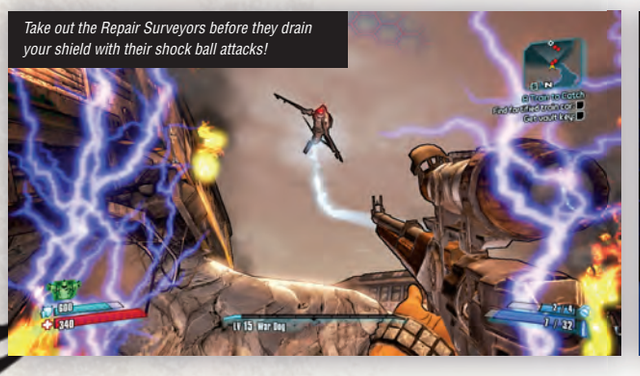
Drop into the water and run up the fallen trestle to access End of the Line.

End of the Line

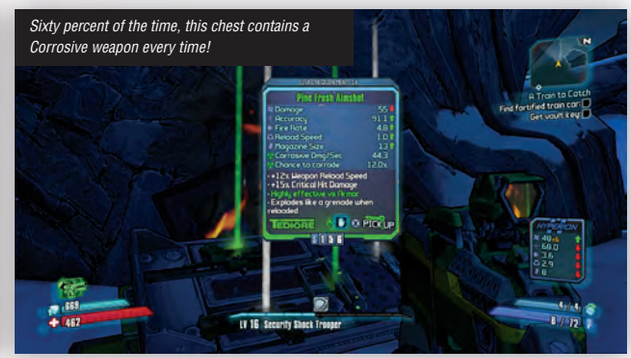
The Hyperion train was derailed atop a snow-covered sheet of ice on the outskirts of Tundra Express. To reach it, you must first navigate a narrow canyon crawling with angry revenge-seeking Loaders and Surveyors. Stock up on ammo at the vending machines, and check to see if the medical vending machine carries a shield that grants immunity to Shock damage. If so, buy it!

Advance slowly through the narrow canyon as it winds its way through Snowblind Defile. GUN and EXP Loaders leap from the scattered train cars—keep your distance, and aim for the small red "eye" in their chest to score Critical Hits. Continue around the bend to the right and climb the snowy hill on the right, near the train cars, to a large gun chest near the cliff above the train. This chest frequently contains a Corrosive weapon.

Continue around the corner, under the trestle, and off the cliff into Terminus Plateau. Loot the chest to the left of the one-way Fast Travel station, and prepare for combat. Use this time to equip a Corrosive weapon, Shock weapon, and rocket launcher.



Take out the Repair Surveyors before they drain your shield with their shock ball attacks!



Sixty percent of the time, this chest contains a Corrosive weapon every time!

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WILHELM

Wilhelm's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
25	6	2.5	Boss	Leg joints, head	☣ / —

Wilhelm is feared throughout the Crimson Raiders, and for good reason. This hulking Loader-like monstrosity has all the firepower and armor the best Hyperion technology has to offer, combined with the cunning and bloodthirsty nature of man. And to make matters worse for those seeking the Vault Key, Wilhelm can deploy Shield Surveyors, and comes accompanied by an army of GUN and PWR Loaders. Yes, indeed, this will be a tough battle… but not if you come prepared!

Wilhelm emerges from the wreckage of the train without any shielding and immediately deploys a solitary Shield Surveyor to remedy that lone deficiency. As with any other creature, a shield can only recharge if the host isn't taking any damage. The quicker you can inflict damage-over-time status effects on him—preferably Corrosive—the less shield you'll have to chew through to damage Wilhelm's health. Though he'll not waste any time in constructing two additional Shield Surveyors, you can negate their combined efforts by continuously keeping him under duress through status effects. Even a relatively weak Corrosive SMG can yield outstanding results by simply not allowing his shield to recharge.

PERSONNEL FILE MP4-16B

WILHELM

Characteristics:
Huge; Monstrous; A crime against nature

Threat Level:
Extreme (Do not approach, ever)

Intel Report:
Handsome Jack's favorite soldier. Wilhelm personally led the Hyperion assault on New Haven several years ago, resulting in the capture of Brick and Lilith's ostensible death. Little is known about Wilhelm's early life, suffice to say that sometime after his birth, Hyperion turned Wilhelm into the eight-foot-tall, half-bionic monstrosity he currently is (one assumes, anyway—babies don't generally come out of the womb like that). With a higher Crimson Raider kill count than the entire Hyperion army, it's advised we either come up with a (feasible) plan to kill him, or just stay very, very far away.

Given time to attack, Wilhelm alternates between three primary attacks, one of which is primarily defensive in nature. His most common attack/repellant is a spinning whirlwind attack where he spins from the waist up, knocking back anyone caught in close range while kicking up a small cloud of dust. This attack can knock you backwards and inflict minor to moderate damage, but it is generally not much worse than his occasional running charge attack. His other attacks are both far deadlier. Wilhelm points his arms in your direction and fires a barrage of grenades at you. Quickly run toward him to allow the grenades to sail over your head. Finally, watch for the orange lights to appear on his shoulders, as this is his way of broadcasting an impending missile strike—where he send a volley of missiles arcing toward your current position. Fortunately, the missiles don't track very well, and you can avoid them by strafing out of the way.

Your best bet for defeating Wilhelm is to ignore his Shield Surveyors and the various Loaders he summons. The PWR and GUN Loaders are good to have in case you get downed, as they are both very vulnerable to Corrosive attacks and can be quickly killed with a Rocket Launcher for a Second Wind. Shield Surveyors, on the other hand, often have their shields up and deflect non-explosive bullets back in your direction, including elemental shots. You do not want to be hit by your own elemental attacks!

This leaves Wilhelm himself. Use the train cars for cover from his rocket and grenade attacks and maintain constant pressure on him with elemental attacks. It's good to have a Shock weapon on hand in case the Shield Surveyors manage to recharge his shield; otherwise, bombard him with a steady stream of Corrosive gunfire. A Maliwan SMG is hard to beat in this regard, even at a low level. Wilhelm occasionally breaks off from his Shield Surveyors to either chase after you or knock one of the trains off the cliff (especially if you've been using the latter for cover). Use this opportunity to fire a rocket launcher at his lower extremities, or even around his feet. This helps to avoid damaging the Shield Surveyors should they swoop back into range. Of course, if you don't care about completing the Master of All He Surveys Challenge, then go ahead and use all manner of explosives and aim for Wilhelm's chest to ensure that the Shield Surveyors are destroyed, as well.

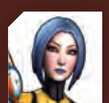
MASTER OF ALL HE SURVEYS

CHALLENGE!

To complete this Challenge, you must manage to defeat Wilhelm without destroying any of his Surveyor drones. This is entirely possible, even solo, but it requires patience and a willingness to be extremely careful with the use of anything but precision elemental attacks. Axton must certainly not deploy his Sabre Turret. Similarly, you must be careful with grenades, rocket launchers, and even Torgue and Tediore weapons, as the splash damage could easily take out a Shield Surveyor or two.

Consider the following techniques for completing the "Master of All He Surveys" Challenge with each class:

Axton: Under no circumstances should you use the Sabre Turret. There's just too great a chance the Sabre Turret will target a Surveyor and cause you to fail the Challenge. Instead, stick to Corrosive and Shock weapons, preferably an SMG, pistol, or assault rifle, and limit your use of explosives to a rocket launcher aimed at Wilhelm's feet or legs.



Maya: Though Maya's Phaselock ability will not lift and hold Wilhelm—he's too big for that—be careful about using it when the Surveyors are nearby because of the secondary effects that may trigger when you hit him with it for direct damage. Instead, use Phaselock to keep PWR Loaders and GUN Loaders at bay, and only use it on Wilhelm if the Surveyors are away or if you currently have no additional skills associated with Phaselock (though Helios is permissible because Surveyors are Fire-resistant).

Salvador: Salvador can make quick work of Wilhelm with the help of his Gunzerking ability, provided at least one of the two weapons equipped are Corrosive in nature. Try pairing a Corrosive SMG with a Shock shotgun or non-elemental assault rifle. Keep your shots aimed at the body to account for the lessened accuracy, unless you're wielding Hyperion weapons.

Zero: Deception is great for helping Zero avoid both Wilhelm's attacks and the numerous Loaders that are spawned. It's also worth using to maximize the damage of a single sniper or melee attack, depending on skill selection. It definitely pays to have a Corrosive sniper rifle on hand and to wait until the last second during Deception to fire right at Wilhelm's head for a tremendous Critical Hit.

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Finish off the surviving Loaders and Surveyors and collect the loot from the wreckage site—there are many chests in the area in addition to the debris piles. Most importantly, pick up the Power Core that was dropped. It wasn't the Vault Key, but it will have to do. Use the nearby one-way Fast Travel station to return to Sanctuary and head back to Lt. Davis in the plaza outside the city's interior gate to end the mission (but be sure to read the Optional Missions alert on this page before initiating the events of "Rising Action").

WILHELM SCREAMED

It didn't quite go as Roland and Mordecai had planned, but they can't say you didn't do what was asked. You hijacked the train with Tiny Tina's help, made your way to the Wreckage Site, and exacted revenge on Handsome Jack's top soldier. So the Vault Key wasn't on board the train; killing Wilhelm's got to count for something, right?

Optional Missions Available

A number of interesting optional missions became available while you were in Tundra Express, including the three-part "You Are Cordially Invited" series involving Tiny Tina, which you may have already noticed. You'll always be able to come back and do these missions later, but if you're the type of player who likes to complete everything as it becomes available, you should hold off on replacing the power core in Sanctuary until after you've done the missions that interest you. "The Good, The Bad, and The Mordecai" will lead you to new locations in The Dust, and each of the others help you see every corner of Tundra Express—and unlock a pretty sweet pistol from Tiny Tina!

- *You Are Cordially Invited: Party Prep*
- *You Are Cordially Invited: RSVP*
- *You Are Cordially Invited: Tea Time!*
- *The Good, The Bad, and the Mordecai*
- *Mine, All Mine*
- *Pretty Good Train Robbery*

OVERTIME PAY

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RISING ACTION

INSTALL THE EXPERIMENTAL POWER CORE INTO SANCTUARY'S SHIELD.

MISSION BRIEFING

You grabbed an experimental power core from Tundra Express. Given that such a core could keep Sanctuary's defense shield powered indefinitely, Roland requested that you bring it back to Lt. Davis. Give him a hand installing it, will you?

MISSION OBJECTIVES

- *Remove power core.*
- *Install Hyperion power core.*
- *Go to the center of town.*
- *Cycle ignition primer 1.*
- *Cycle ignition primer 3.*
- *Find Roland.*
- *Pick up 5 Eridium nuggets.*
- *Go to the center of town.*
- *Give Eridium to Lilith.*
- *Leave Sanctuary.*
- *Head toward The Fridge.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
16	4 Eridium	5222	—

**Money and XP may vary based on player's level at start of mission.*

Sanctuary

Return to Lt. Davis at the power station outside Sanctuary's inner gate and remove the spent power core as instructed, then replace it with the Hyperion power core you took from the train.

It's just a Hyperion power core; what could possibly go wrong?

Immediately sprint back to the center of town to assist Scooter with Lilith's rather crazy plan. Scooter is on the far side of the Sanctuary monument, banging away like mad on the second ignition primer. He needs you to cycle the other two primers. Run back across the central plaza to the first ignition primer, and press the button to cycle it. Repeat the process for the one to the left.

Optional Missions Available

There are essentially four new missions that you can take on prior to or during the main "A Train to Catch" mission. For starters, it's worth accepting the "Splinter Group" mission from Tannis and returning to Bloodshot Stronghold. Not only does this help you complete the Eff Yo' Couch Challenge, but it also leads to the discovery of the mission item needed to initiate the "Out of Body Experience" mission, which takes place at Bloodshot Ramparts and returns the player to Sanctuary.
The "Mighty Morphin'" mission serves as a nice introduction to the varkid, a unique insect species that resides in Tundra Express. Finally, you may encounter an enemy who drops the ECHO Recorder that offers the "No Hard Feelings" mission while you're in Tundra Express. If so, take several minutes away from "A Train to Catch" and complete this quick optional mission.

- *Splinter Group*
- *Out of Body Experience*
- *Mighty Morphin'*
- *No Hard Feelings*

OVERTIME PAY

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What comes after plan B?

Gather up the Eridium nuggets and bring them to Lilith, pronto!

The ignition primers are cycled, and Lilith is doing everything she can to provide the power, but she needs more Eridium. She keeps some in the Crimson Raiders HQ, but debris has fallen and pinned Roland to the floor. Run back to the headquarters and retrieve the five Eridium nuggets from the room at the top of the stairs. Don't worry about Roland for now; he'll be fine. Bring the Eridium back to Lilith and, well, you'll just have to wait and see…

Alone

So, uh, that just happened. Walk out of Sanctuary and use the Catch-a-Ride to snag a vehicle for the drive to The Fridge. Drive from Three Horns Divide to Three Horns Valley, then head south past the Happy Pig Motel. The entrance to The Fridge is on the north side of Split Skull Bay. Fight your way past the small gaggle of bandits living outside the cave, and press the button on the left to end the mission.

Give those crystals a smack to pick up some extra traveling money before you leave.

Optional Missions Available

Listen. We know some serious crap just went down, and you're probably wondering what it all means, who you can trust, and whether or not you'll ever see Moxxi again. We get it. But we also know about a fun little mission that Claptrap has cooked up over in Three Horns Divide. Provided you've completed the "No Vacancy" optional mission at the Happy Pig Bounty Board, you can swing by and pick this mission up from that very same spot on your way to The Fridge. Then, before you go trotting off to wherever the Guardian Angel tells you to go, head back over to The Drydocks in Three Horns Divide and give Claptrap's plan a try—you just might find some slag weapons in the process!

- *The Ice Man Cometh*

OVERTIME PAY

SKY'S THE LIMIT

Nobody likes to be taken for a sucker, and boy, did Handsome Jack pull one over on you and the Crimson Raiders. Then again, you did get to witness what a Siren could do with a locker full of Eridium coursing through her veins. So, maybe it wasn't such a bad day after all...

THE FRIDGE

This cavern isn't called The Fridge because it's cold. It's called The Fridge because this is where the Tunnel Rats store their food. And nobody likes to go through the trouble of securing a supply of delectable human flesh just to watch it spoil. Rats aside, The Fridge is also home to numerous rakk, as well as one of Pandora's most unusual creatures, the Volatile Crystalisk. These seemingly inorganic monstrosities appear at odds with the rules of nature, but they are far smarter, deadlier, and more fragile than they appear. Vault Hunters on official business will spend very little time at The Fridge, likely using it for little more than a passage to Highlands Outwash. Those seeking to explore the more flavorful districts within The Fridge will have their choice from a number of optional missions that yield access to all corners of this sprawling area.

The Districts of The Fridge

LOCALE	LIMITED ACCESS?	FIRST VISIT
Frigid Cleft	No	"Bright Lights, Flying City" story mission.
Icemaw Grotto	No	"Bright Lights, Flying City" story mission.
The Rat Maze	Yes	"The Cold Shoulder" optional mission.
Crystal Claw Pit	Yes	"The Cold Shoulder" optional mission.
The Rakk Cave	Yes	"The Cold Shoulder" optional mission.
Stalker Hollow	Yes	"Swallowed Whole" optional mission.

Dangerous Beasts

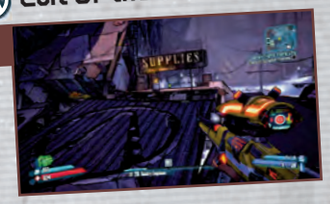
ENEMY FAMILY
Rats
Rakk
Crystalisks
Psychos
Goliaths
Stalkers

High Value Targets

ENEMY	FAMILY
Laney White	Rat
Rakkman	Psycho
Sinkhole	Stalker
Smash Head	Goliath

Cult of the Vault

1



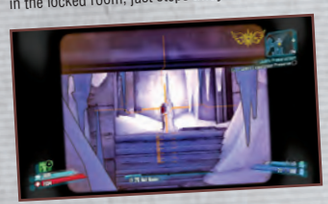
The very first Cult of the Vault symbol is located near the entrance from Three Horns Valley. Advance down the initial path, and round the corner to the right near the street. Climb up the rocks to reach the roof of the shed opposite the "Supplies" sign to find the symbol on the roof of the shed.

2

The second Cult of the Vault symbol is essentially just across the ice from the first but farther north and closer to Icemaw Grotto. It's on the opposite side of a wooden wall set into the rocks just before you pass under the destroyed overpass that you can jump across later on.

Trapped Rat

Finding the frozen rat requires a bit of ingenuity and for you to accept "The Cold Shoulder" optional mission to at least gain access to The Rat Maze and areas beyond it. Make your way through the Crystal Claw Pit and continue northwest toward The Rakk Cave. Note the locked door on the left (the valve won't turn) in the hallway just north of Crystal Claw Pit. Enter the small alcove to the right of it, and take aim through the window. Shoot the frozen corpses in the locked room to reveal a hidden New-U station. Now, either allow a nearby enemy to kill you, or take your rocket launcher and fire it at your feet. This lets you respawn in the locked room, just steps away from the frozen rat corpse you're seeking. Unlock the door from the inside to exit.



The Rakk Knight

Complete this Challenge by locating the ECHO Recorder atop a crate as you make your way from the Crystal Claw Pit to The Rakk Cave. This series of areas in the south end of The Fridge is initially accessible during "The Cold Shoulder" optional mission, though you needn't journey this far at that time. The "Note for Self-Person" mission leads you within steps of this ECHO Recorder.

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Additional Challenges

It's off to Hell We Go: Kill all of Laney's midget companions before killing Laney herself (see "The Cold Shoulder" optional mission for details).

Fairest of Them All: Kill Laney before any of her midget companions die (see "The Cold Shoulder" optional mission for details).

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Cult of the Vault

The Cult of the Vault symbol is behind the large stone pillar in the southwestern corner of the area. The pillar is located on the upper level.

FINK'S SLAUGHTERHOUSE

After Handsome Jack burned her Underdome to the ground, Moxxi established three separate Circles of Slaughter across Pandora's surface. She put the first under the control of a Tunnel Rat named Fink. Today, Fink's Slaughterhouse remains the number one destination for bandit-on-bandit combat. This cavernous arena has two distinct elevations on the southern end and a helpful island-like pedestal in the center. The majority of enemies enter from the southern corners of the map, but it's not unheard of to square off against a squadron of Buzzards flying in from above.

The Districts of Fink's Slaughterhouse

LOCALE	LIMITED ACCESS?	FIRST VISIT
Fink's Slaughter Factory	No	"Bandit Slaughter: Round 1" optional mission.

Dangerous Beasts

ENEMY FAMILY
Marauders
Psychos
Goliaths
Midgets
Bruisers
Rats

High Value Targets

ENEMY	FAMILY
—	—

HIGHLANDS OUTWASH

Essentially a large offshoot of the neighboring region, Highlands Outwash contains both a hilly landscape as well as a large industrial complex built aside a reservoir. Hyperion set up their base of operations out here to establish an Eridium refinement facility and then defend that refined Eridium from native creatures, roving bandits, and well, us.

However, the heavily guarded Hyperion facility is really the least of our worries. The many Stalkers that inhabit the uplands of this area are tenacious attackers that boast a cloaking ability unlike any seen on any natural creature. Those in possession of a Shock weapon would do well to have it on hand to deal with these annoyances. Worse yet, there have been reports of a large Thresher in the area, apparently disturbed by Hyperion's activities. Maybe it's best to just let Hyperion take care of that one.

The Districts of Highlands Outwash

LOCALE	LIMITED ACCESS?	FIRST VISIT
Hyperion Extraction Plant	No	"Bright Lights, Flying City" story mission.
Orbital Receiving & Processing	No	"Bright Lights, Flying City" story mission.

High Value Targets

ENEMY	FAMILY
Gluttonous Thresher	Thresher

Dangerous Beasts

ENEMY FAMILY
Stalkers
Rakk
Threshers
Engineers
Loaders
Constructors

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RAIDER RECON ZX135

RAIDER RECON TK421

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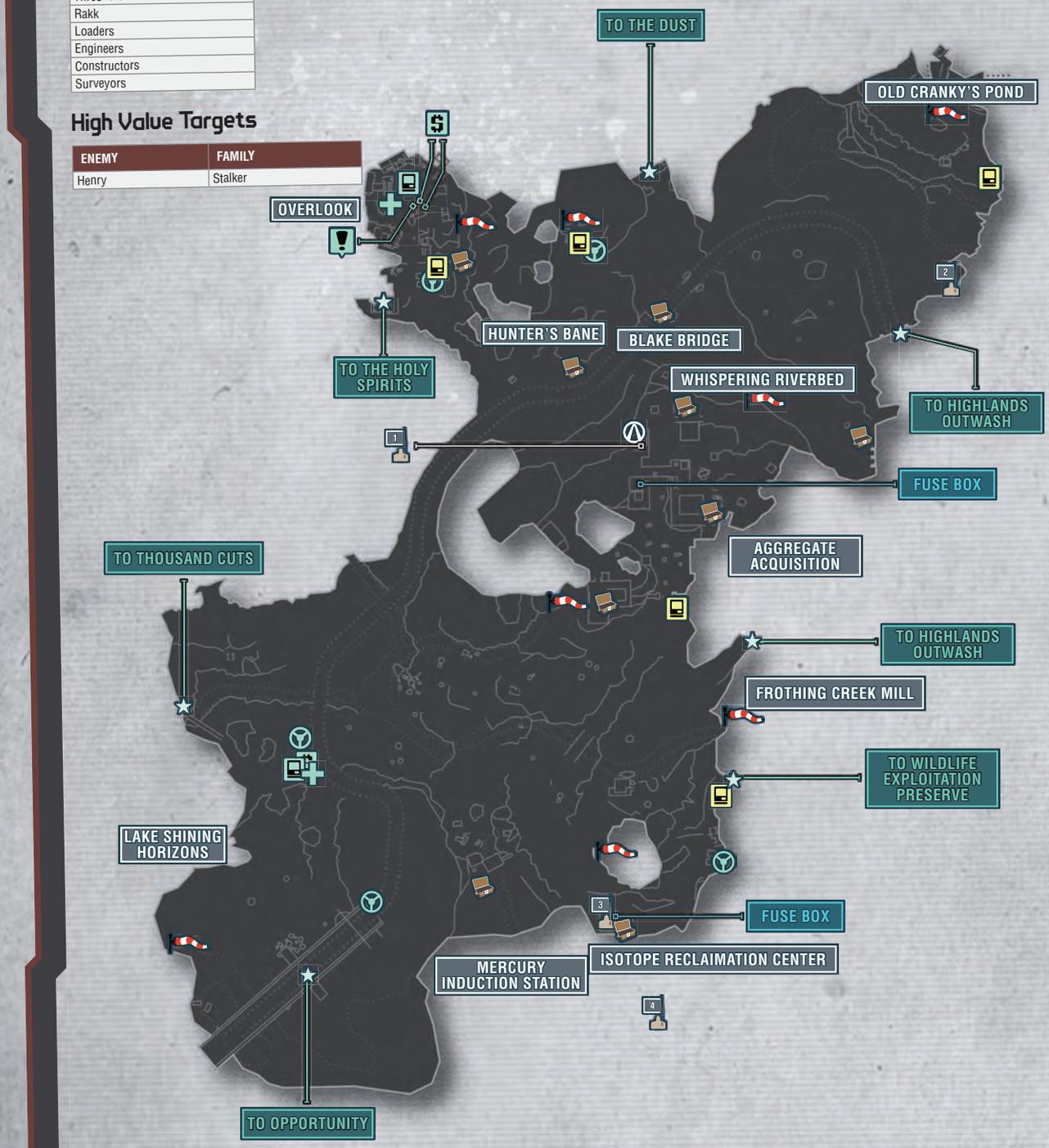
Dangerous Beasts

ENEMY FAMILY
Stalkers
Threshers
Rakk
Loaders
Engineers
Constructors
Surveyors

High Value Targets

ENEMY	FAMILY
Henry	Stalker



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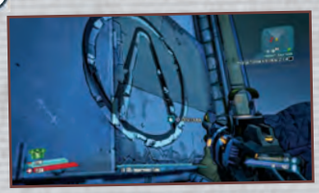
The Districts of The Highlands

LOCALE	LIMITED ACCESS?	FIRST VISIT
Frothing Creek Mill	No	"Bright Lights, Flying City" story mission.
Overlook	No	"Bright Lights, Flying City" story mission.
Hunter's Bane	No	"Stalker of Stalkers" optional mission.
Blake Bridge	No	"The Overlooked: Medicine Man" optional mission.
Old Cranky's Pond	No	"Hidden Journals" optional mission.
Whispering Riverbed	No	"Hidden Journals" optional mission.
Aggregate Acquisition	No	"The Overlooked: This is Just a Test" optional mission.
Mercury Induction Station	No	"Arms Dealing" optional mission.
Isotope Reclamation Tower	No	"Arms Dealing" optional mission.
Lake Shining Horizons	No	"The Overlooked: Medicine Man" optional mission.

Cult of the Vault



The lone Cult of the Vault symbol in this massive area is on the west side of the circular structure at Aggregate Acquisition. Approach from the cliffs, take out the Constructor Bot, and tightrope your way around the base of the structure to reach it.

Winds of The Highlands

There are eight windsocks scattered throughout The Highlands, most of which are quite easy to spot from afar. You can approach the majority with minimal effort. Nevertheless, there are two windsocks that, despite being clearly visible from a distance, are quite tricky to reach. One is on the rocks above the Whispering Riverbed, and the other is on a ridge near the Isotope Reclamation Tower.

Reach the windsock in the Whispering Riverbed by fighting your way to the northern edge of Aggregate Acquisition and carefully dropping down onto the ledge below. You'll have to step skillfully, as there's not much margin for error.

The windsock atop the knife-ridge near Isotope Reclamation Tower appears to be reachable from the north—and it is—but not by foot. Unless you manage to gain a tremendous movement speed buff from kill skills, the Vault Hunter simply can't run and jump up such a steep angle. Fortunately, the rocky ledge approaching the windsock from the north is wide enough for a Light Runner. Line the vehicle up, get some speed, then hit the turbo boost to get up the steepest pitch. Slam on the brakes near the top to keep the vehicle from launching directly off the other side!

Failure to Communicate

1 The first Communication Tower is atop the circular building near the Hyperion mortar in Aggregate Acquisition Area. Shoot the barrel-shaped top from Outlook or Hunter's Bane.

2 The next nearest Comm Tower is atop the cliffs between the northern exit to Highlands Outwash and Old Cranky's Pond. Shoot at it from the road surface of Blake Bridge.

3 Drive south to the Isotope Reclamation Tower to find the third Comm Tower. This one is atop the building with the fuse box on the south edge of the hill.

4 The final Comm Tower is far to the south, across the water on an unreachable peninsula. Climb the hill to the Isotope Reclamation Tower, and use a sniper rifle or scoped pistol to shoot the tower on the distant shore.

THE HIGHLANDS

The Highlands are proof that lush, verdant environments can be just as deadly as arid, brown ones. While you're unlikely to die of thirst out here, you'll still have to contend with invisible Stalkers, subterranean Threshers, and the nearly omnipresent Hyperion forces. The Highlands is one of the largest regions on Pandora and contains nearly a dozen districts, many of them completely overrun with the aforementioned threats. True to its name, The Highlands is dominated by a large mountain range located in the center of the region. A paved road loops around the base of the mountain from the Hyperion-controlled Aggregate Acquisition Area in the northeast to the Hyperion Bridge leading to the city of Opportunity in the south, with numerous dirt roads and trails that wind their way through the hills in all corners.

As dangerous as The Highlands are, they apparently aren't strictly "uninhabitable." The small town of Overlook lies to the northwest of the area, though its populace has been suffering quite badly under Hyperion's oppression. Still worth a visit for the kickin' Irish pub.

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BRIGHT LIGHTS, FLYING CITY

HEAD THROUGH THE FRIDGE SO YOU CAN REUNITE WITH SANCTUARY.

MISSION BRIEFING

Sanctuary has disappeared. The Guardian Angel has asked you to head through The Fridge. If you can survive its horrors, the Angel says, you will be able to link up with Sanctuary on the other side.

MISSION OBJECTIVES

- *Search for your friends.*
- *Use Fast Travel station.*
- *Get to your friends.*
- *Go to extraction plant.*
- *Cross waterway.*
- *Pick up lunar supply beacon.*
- *Kill Gluttonous Thresher.*
- *Go to Overlook.*
- *Deploy beacon.*
- *Establish Fast Travel link.*
- *Defend beacon.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
16	$55	3917	Storage Deck Upgrade (Purple)

**Money and XP may vary based on player's level at start of mission.*

The Fridge

Enter The Fridge and note the location of the vending machines on the right and the entrance to Fink's Slaughterhouse on the left. If you don't have any Fire weapons on hand, this is a prime time to buy one. Turn the wheel to open the heavy gate to Frigid Cleft as the Guardian Angel tries to explain away her recent actions.

Draw your sniper rifle (preferably one that deals Fire damage), and take aim on the various rats inside The Fridge. The rats not only live in this frozen region, but also love to feast on humans, so keep your distance. As a species, Rats are among the most crafty, using speed and agility in combat, burrowing in the ground to hide, and even stealing your money right from your wallet. Some even hoard the loot that gets dropped onto the battlefield.

No better way to take out a rat than with a long-range Fire bullet right to the head!

Optional Missions Available

Though it's easy to understand your rush to reunite with your friends, the entrance to The Fridge just so happens to be steps away from the first of Moxxi's battle arenas. Those seeking some intense wave-based combat can enter Fink's Slaughterhouse and participate in a series of "Bandit Slaughter" missions. These affairs get progressively longer and more difficult as they go on, but you stand to gain a tremendous amount of XP, money, and loot from participating. Just remember that any death, even if it comes in the final moments of the final wave, forces you to replay that entire battle. Consider attempting the first one or two rounds, then returning to tackle the others later.

- *Bandit Slaughter: Round 1*
- *Bandit Slaughter: Round 2*
- *Bandit Slaughter: Round 3*
- *Bandit Slaughter: Round 4*
- *Bandit Slaughter: Round 5*

OVERTIME PAY

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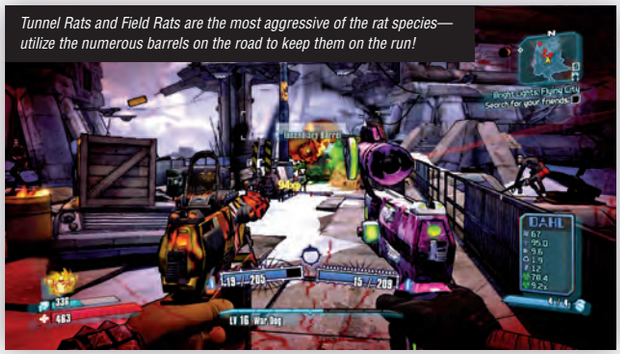
Hang out in this narrow area to keep the quick-moving rats in front of you. Don't hesitate to swap to a shotgun if they get close, especially Midget Rats. Climb the ladder on the left to reach the roof of the shed and maintain the elevated advantage as you proceed north toward the blown-out highway bridge in the distance. Drop to the road surface, and fight past the rats to the chest on the edge of the highway overlooking Icemaw Grotto down below.



Tunnel Rats and Field Rats are the most aggressive of the rat species—utilize the numerous barrels on the road to keep them on the run!

As you make your way north, you soon reach the end of the road and can continue on the far left, off the ice and onto the concrete structure, straight to the waypoint. Numerous rats lurk amongst the tattered banners and wooden crates in this area. Another option is to veer off the road and out onto the ice where the Volatile Crystalisks and rakk are located. If you opt for the latter, it's worth descending the stairs in the bunker-like building on the far right to gain extra ammo. Icemaw Grotto winds its way around the map to the north in a clockwise direction through a cave positively crawling with Volatile Crystalisks, but you need not explore that area right now. Your goal is the large gate in the far-left corner.

The massive Volatile Crystalisks stomp their feet and knock you back as you get near, but they also have multiple highly explosive ranged attacks. The only way to damage them is to destroy the large crystalline mass on each of their legs. They're quite skilled at rotating in such a way to hide their third leg once the first two have been damaged. You can circumvent this by charging forward to melee them. It's possible to shatter the crystals on their legs with a one-hit melee strike, especially if you have a weapon that deals bonus melee damage. Circle-strafe while swinging your weapon to destroy all three crystals, then quickly back away to avoid their massive death explosion.

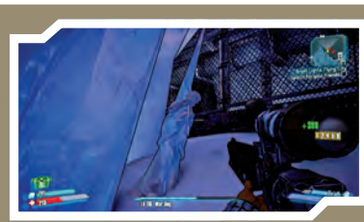
Fire on their crystals as you approach, then get in close and melee each leg to bring about a quick death!

RAKK TAKE FLIGHT

Leave the rakk in this area alone, as they are an excellent target when you need to Second Wind. Have a shotgun handy for downing the rakk as they swoop in like vultures to finish you off.

HUMAN POPSICLES

The rats are voracious fighters, but their appetites don't quite match their thirst for blood. Rather than let a tasty meal go to waste, they've taken to freezing their human victims in ice. You'll see frozen humans on either side of the Frigid Cleft and elsewhere throughout The Fridge. Smash these frozen human statues until they break open like a debris pile. Think of them as the before to a debris pile's after.



Kill a few crystalisks as you make your way west, but don't head into the icy cave. Instead, veer off to the left to where the rats are, and approach the massive door with the black and yellow striping. This is the way out of The Fridge, and it's very easy to miss if you don't know what to look for.

Turn the valve on the left to open the gate, then pull the handle to ride the lift down.

Highlands Outwash

You made it to The Highlands Outwash just in time to see Lilith phase the city back into view. It's far away, but you're close. They can't wait to see you back in Sanctuary—Roland has been busy formulating another plan, and you're a big part of it!

The Guardian Angel wants you to use the Fast Travel station near the vending machines on the left to return to Sanctuary right away, but it's just not possible. Sanctuary got taken off the network during the Phasing. Fortunately, Angel lets you know that you can utilize a supply beacon to get Sanctuary back on the network. There's one near the Hyperion Extraction Plant not far from here.

Flowers? Grass? Is this still Pandora?

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Make your way down the hill to the west where a new species of creature is located. These reptilian scavengers are one of the most infuriating creatures to appear on Pandora. They're fast, they're vicious, and they possess a cloaking ability that all but turns them invisible. Fortunately, it only takes a few hits with a trusty Shock weapon to drain their shield and render their cloaking ability unusable. It's important to kill the stalkers as you go—do not allow them to continue after you as you're about to run into some HOT Loaders.

There's no way through the large wall in the northwest, so continue south to the road alongside the lake. This road leads north to one of two entrances to The Highlands, but heading there now won't help you get any closer to Sanctuary. You need the survey beacon first, which is located in the southwest corner of Highlands Outwash.

Keep a Shock weapon handy to drain their shields and keep them from cloaking.

A Bridge over Hyperion Waters

Make your way to the Hyperion Extraction Plant, and equip your favorite Corrosive weaponry, preferably something like a sniper rifle and SMG. There are a lot of Loaders and Engineers in this area, but they're no match for a Vault Hunter who's properly armed. Raid the many yellow lootable containers scattered about the area, and work your way south toward the bridge across the waterway. There aren't any ladders leading out of the giant reservoir on the south side, but you can reach a valuable chest via a waterlogged ladder on the north side.

It's been said that a Corrosive sniper rifle is the little black dress of vault hunting.

An EXP Loader quickly emerges and runs toward the bridge controls as you approach. You can't do anything about it: he quickly gets into position to blow the bridge controls up, which causes the bridge to rise. Don't let this distract you, as another EXP Loader quickly appears alongside it—and this one is coming for you!

The only way across the moat is to use the cargo loader you see ferrying containers across the water on the right. Return the way you came and climb the stairs to the tower on the north side of the cargo loader's track. Hit the button to order the cargo mover back toward your position, then jump on and ride the loader across to the other side.

A Constructor Bot immediately appears near the gates to Orbital Receiving and Processing. Quickly open fire on it, and hit the bridge control button in front of it so that if you do end up getting killed, you won't have to ride the cargo mover back across the waterway a second time. The Constructor focuses primarily on building GUN Loaders. Leave one or two standing so you have something to target if you need a Second Wind. Focus your attacks on the Constructor's eye for critical damage. Watch out for its laser and missiles, and be extra careful if it raises the back panel and launches a nuke—it will down you!

You can't stop this EXP Loader from blowing the bridge controls, so save your ammo.

Aim for the Constructor's eye, and target any GUN Loaders it builds only when you need a Second Wind.

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Securing the Beacon

The lunar supply beacon isn't far, but it's not quite *accessible* either. A Gluttonous Thresher rises from the ground and swallows the beacon just as you get near it. Threshers burrow through the ground and attack with their numerous tentacles, as well as any unique abilities that particular variety of thresher has. The Gluttonous Thresher's specialty is its enormous appetite and very strong shields.

Immediately open fire on it with the Shock weapon you used against the stalkers. If no such weapon is currently available, reach for a Fire or Explosive weapon instead. The Gluttonous Thresher is your primary target in this battle, but several Loaders also arrive on the scene in an attempt to get the beacon for Hyperion. Keep a Corrosive weapon equipped and swap to it whenever you get downed and need to Second Wind off a loader.

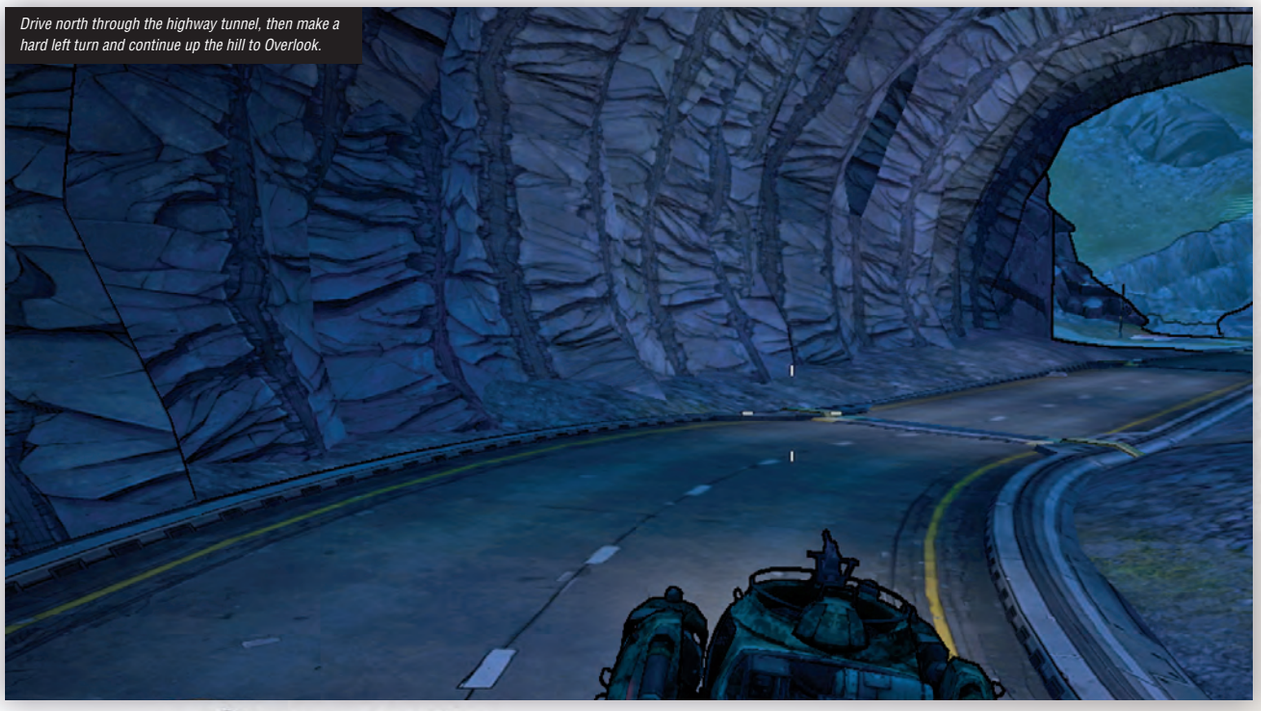
The Gluttonous Thresher turns blue and regenerates its shields whenever it's not taking damage, so it's important to hit it with status effects, even if they're not as ideally suited as a Fire attack is. Aim for the yellow orbs on the side of its head and tentacles, as these eye-like protrusions represent a thresher's critical hit region.

Gunzerking with a Slag weapon and a Shock weapon—getting it done on Pandora.

The Gluttonous Thresher starts recharging its shields if given the chance.

Kill off any remaining loaders, and collect the supply beacon. Now that you have it, you'll have to bring it someplace quiet; the Guardian Angel suggests the village of Overlook in the northwest corner of The Highlands. There are two entrances to The Highlands, but the southern one is closer both to your current position and Overlook.

The southern entrance to The Highlands places you near Frothing Creek Mill. There are a lot of stalkers in the cave to the left, and the two of the region's eight windsocks are nearby. You'll have ample time to explore this expansive region later on, especially if you wish to complete any of the optional missions available in this area. For now, head up the path on the right and get a Light Runner from the Catch-a-Ride. Dive down the hill to the road to the west, and follow it north through the large tunnel in the distance. Make an immediate left-hand turn as you exit the tunnel, and drive up the hill to Overlook.



Drive north through the highway tunnel, then make a hard left turn and continue up the hill to Overlook.

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Bringing Sanctuary Online

Have a look around Overlook—an eerily quiet town whose population is suffering from skull shivers—and make your way up the hill to the vending machines at the northern edge of town. Load up on Corrosive weapons, particularly a Corrosive rocket launcher and grenade mod if such equipment is available. If you're playing as Maya and happen to have a Witch Class Mod that boosts her chance to Corrode, this is a great time to equip it.

Deploy the supply beacon on the platform to the left, and get ready for battle. It's going to take several minutes for the Guardian Angel to establish a link with the Fast Travel network, and Handsome Jack is going to be sending every available loader your way in an attempt to stop her.

Climb the stairs to the inactive grinder platform and deploy the beacon in the space indicated.

The rooftop above the Bounty Board offers a great sniping position down both main roads in town.

Run up the two flights of stairs above the Bounty Board to get to the rooftop for a clear view of where the loaders sent to stop the beacon's upload will originate. Handsome Jack isn't taking too kindly to Angel's desire to help you, so expect a long and drawn-out battle. Unload on the loaders with your Corrosive weapon of choice. Watch the minimap, and strafe across the roof from right to left to spot other loaders marching up the hill on the other side. Keep this up until the loaders begin deploying closer and closer, at which time you'll need to move closer to the beacon in order to protect it.

By the time the third batch of loaders appears, you'll start to see EXP Loaders that sprint straight for the beacon. They'll run up the stairs and detonate right near it in an effort to destroy it quickly. Considering all of the bullets being shot at the beacon, the beacon can only withstand two or three EXP Loaders detonating next to it. You can try standing atop the stairs and intercepting the EXP Loader's path, but it's hardly worth the risk this poses you.

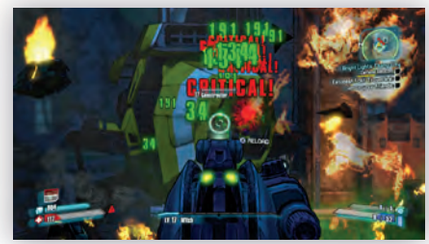
BEACON REPAIRS

There's no denying how tough this battle can seem the first time you play it. The important thing to understand is that you cannot fail this mission. The beacon is destructible, sure, but it can be repaired. Better still, the Hyperion forces are dispatched in waves. And the next wave won't arrive if the beacon is damaged, especially if there are units from the previous wave still standing. Rushing to repair the beacon the moment it becomes damaged only expedites the arrival of the next wave and gives you more enemies to deal with. Consider leaving the beacon in its damaged state until you dispatch all present adversaries to essentially clear the wave, then repair the beacon.

Instead, just watch the damage indicator on the screen, and run up the stairs and repair the beacon whenever it empties. Angel also lets you know when the beacon needs repairing.

Try to stop the EXP Loaders from running up the stairs, but stand clear of their explosion if you can't.

The battle intensifies the longer you manage to keep the beacon in operating order. Handsome Jack finally tells his men to send in the Constructor. Watch for a shielded Constructor to fly over the rooftops and land in the courtyard in front of the beacon.



Corrosive bullets to the Constructor's eye ought to do the trick!

The Constructor Bot focuses on attacking you and deploying additional loaders. Immediately focus on the Constructor with your rocket launcher and Corrosive weapons, and don't let up.

The final wave consists of flame-throwing HOT Loaders that attack alongside a Badass Loader. This represents the end of the battle, as the beacon is set to drop a Fast Travel station in the center of the plaza. Use the Fast Travel station the moment it appears to return to Sanctuary. Roland and Lilith are anxiously awaiting your arrival at Crimson Raiders HQ.

CAN SEE MY HOUSE FROM HERE

You didn't let the sudden disappearance of the city get you down, nor did you completely give up on Guardian Angel's advice. Instead, you forged a path through The Fridge and set feet on the first grass-covered region anyone on Pandora has seen since, well... never. It took some doing—and a lot of Loaders had to be destroyed in the process—but you made it back to Sanctuary, now soaring high above the ground and safe from future assaults.

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THE HOLY SPIRITS

The stronghold of the Zaford bandit family, The Holy Spirits Bar (and church) is a great place to get a whisky, a song, and a bullet in the sternum. In all honesty, though, it's a fairly decent place to hang out so long as you're not affiliated with the Hodunks, the Zafords' bitter rivals. Though quite small on the surface, there is much more to this tavern than the barflies will ever know. Lurking beneath the storeroom is a massive cavern where the Zaford clan stores their riches. Of course, there's only one person with the key to Ale Wee Cavern, and he's not going to give it up without a fight…

The Districts of The Holy Spirits

LOCALE	LIMITED ACCESS?	FIRST VISIT
Ale Wee Cavern	Yes	"Clan Wars: End of the Rainbow" optional mission.

Dangerous Beasts

ENEMY FAMILY
Marauders
Bruisers

High Value Targets

ENEMY	FAMILY
Bagman	Marauder

Cult of the Vault

This tiniest of Cult of the Vault symbols is on the rear wall of the restroom inside the bar area. You're going to have to look awfully close to spot it, as it's even smaller than the ones at Sanctuary.

RAIDER RECON XP321

RAIDER RECON EC874

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SANCTUARY HOLE

When we evacuated the city of Sanctuary to escape Handsome Jack's all-too-successful attack, we left a large, vaguely Sanctuary-shaped hole in the ground. Reports suggest that mere minutes after Sanctuary's take-off and sudden Phasewalk, bandits rushed into the vacuum left by our once-landlocked city and turned it into a makeshift camp—as they do. Like the vultures they are, the bandits have already picked apart Sanctuary's leavings—stealing the supplies and scrap that were blasted off Sanctuary proper during the assault. Now Sanctuary's former place in the world serves as a landmark to the ruin that Pandora eventually decays everything into, as well as a handy (if bandit-infested) access route to Dahl's long-abandoned mining facility in the Caustic Caverns.

Dangerous Beasts

ENEMY FAMILY
Psychos
Goliaths
Marauders

High Value Targets

ENEMY	FAMILY
—	—

Cult of the Vault

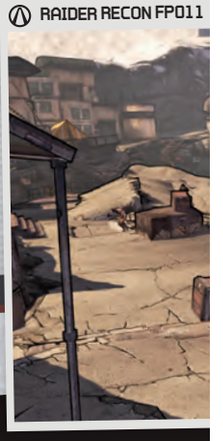
The Cult of the Vault symbol is deceptively easy to find, as it's only natural to expect it to be on the balcony or roof, but it's actually under the side of the building. Drop off the ledge toward the gas tank on the south side of the large building nearest the dangling catwalk. Walk along the building's foundation in a counter-clockwise direction to find the symbol tucked under the balcony.

Sugar Shack

Head north along the main path into Sanctuary Hole, and turn right at the first sidewalk leading out to the slanted building. Locate the electrical fuse box on the side of the building, then loop around to enter the hovel. The boudoir photos of Moxxi on the walls are your cue that you've come to the right place.

Down the Rabbit Hole

This Challenge isn't for the faint of heart, nor is it for those who stand to risk losing a large portion of money. But for those looking to trade a Reconstruction Fee for an increase in their Badass Rank, they've come to the right spot. Find a nice suitable position—a good option being the gap in the railing on the south end of the former city, where you first witness the hole—to leap into the hole in *Sanctuary Hole* and let fly. You won't survive, but no pain, no gain, right?



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RAIDER RECON ZF100

ECON FP011

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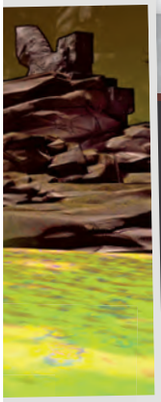

CAUSTIC CAVERNS

As the D.S.S. Sanctuary was originally an interplanetary mining ship, it makes sense that Sanctuary would be perched atop a mineral-rich cavern. That said, no one could have predicted just how expansive and deadly the area now called Caustic Caverns would be. If you're not avoiding tetanus from the rusted Dahl mining equipment everywhere, you'll still have to avoid Varkids, Threshers, Spiderants, Crystalisks, and enormous pools of acid. If you can brave the caverns, however, ECHO-sound readings suggest that you'll find quite a bit of loot lying around—not to mention what some are calling Pandora's greatest *mining* secret…

The Districts of Caustic Caverns

LOCALE	LIMITED ACCESS?	FIRST VISIT
Oozing Discharge	No	"Safe and Sound" optional mission.
Rumbling Shore	No	"Safe and Sound" optional mission.
Infested Warehouse	No	"Perfectly Peaceful" optional mission.
Guardian Ruins	No	"Perfectly Peaceful" optional mission.
Abandoned Mining Site	No	"Minecart Mischief" optional mission.
Nether Hive	No	"Perfectly Peaceful" optional mission.
Dahl Deep Core 06	Yes	"Minecart Mischief" optional mission.
Varkid Ramparts	Yes	"The Lost Treasure" optional mission.

Dangerous Beasts

ENEMY FAMILY
Varkids
Rakk
Crystalisks
Threshers
Spiderants

High Value Targets

ENEMY	FAMILY
—	—

Cult of the Vault

1

The first and easiest to spot of the two Cult of the Vault symbols is located on the side of a large rock in the northwest corner of Caustic Caverns. It's along the northern edge of the Guardian Ruins portion of the map.

2

Complete the "Minecart Mischief" mission to access Dahl Deep Core 06, and climb the ladder toward the exit. Turn around and leap back down the vertical shaft toward the hidden corridor opposite the ladder to find this well-hidden Cult of the Vault symbol.

Ever Blow Bubbles

This Challenge rewards those who dare to find out what happens when you step into one of the toxic bubbles as it's about to burst in Oozing Discharge. Step into the bubble and jump into the air just as the bubble begins to pop to be flown high—very high—into the air. Perform this feat *and* land atop the elevated train tracks to gain access to a hidden chest and earn increased Badass Rank for completing this Challenge.

Can't Feel a Thing

This is one of the most difficult Challenges in all of Pandora, as it requires you to stand in the corrosive effluent surrounding the Oozing Discharge area for 30 seconds without falling into Fight For Your Life. The amount of damage the corrosive fluid does to your shield is proportional to your level, so simply trying it at a higher level doesn't help. Shields that protect from corrosive attacks won't help you, either, as they only work against direct attacks, not environmental hazards. Though it may be possible to complete this Challenge alone as Salvador with some timely Gunzerking and a selection of skills designed to keep him in Gunzerking mode, this is really better attempted with friends. Join up with a player built for party healing—Maya preferably—and have that other player help keep you alive by shooting health at you to offset the damage you take from the toxic ooze. This is just the type of Challenge that rewards those who cooperate in an unselfish manner. Remember to pay it forward.

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WILDLIFE EXPLOITATION PRESERVE

Handsome Jack founded the Wildlife Exploitation Preserve to research the many uses of Eridium on Pandora's wildlife. Since then, the preserve has filled the air with the never-ending screams of Stalkers, Skags, and Rakk. Whether the research has yielded any scientific breakthroughs or has merely satisfied Jack's sadistic tendencies remains unknown, as even the employees and scientists tend to end up on the wrong end of an Eridium injection. As a man of "science," it makes sense that Jack would spend boatloads on this morally-deficient research facility—and it shows. The park has numerous outdoor and indoor creature enclosures, multiple laboratories and observation platforms, and even an expansive loading dock where the caged creatures are loaded and unloaded by an automatic crane. The one thing Jack didn't count on us spying on him from the nearby mountain.

The Districts of Wildlife Exploitation Preserve

LOCALE	LIMITED ACCESS?	FIRST VISIT
Casa de Mordecai	No	"Wildlife Preserve" story mission.
Preserve Dockyard	Yes	"Wildlife Preserve" story mission.
Specimen Maintenance	Yes	"Wildlife Preserve" story mission.
Bloodwing Enclosure	Yes	"Wildlife Preserve" story mission.
Observation Wing	Yes	"Wildlife Preserve" story mission.

Dangerous Beasts

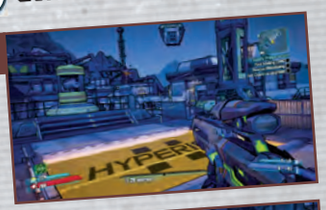
ENEMY FAMILY
Stalkers
Rakk
Skags
Loaders
Engineers

High Value Targets

ENEMY	FAMILY
Pimon	Stalker
Tumbaa	Skag
Son of Mothrakk	Rakk

Cult of the Vault

1



The only way to reach this Cult of the Vault symbol is to ride the crane across the Preserve Dockyard and leap off onto the building on the south end of the dock. Stand near the orange Hyperion forcefield where the crane picks up its container—be careful not to get crushed by the crane's claw—and jump onto the container as it rises up out of the electronic membrane. Maintain your balance atop the container, then leap off onto the building's roof to find the symbol.

2

Make your way across the large outdoor creature enclosure in the southeast corner of the facility and use the rocks and hill to reach the elevated road surface. The Cult of the Vault symbol is on this road, above the creek.

Siren Song

1

This ECHO Recorder is located on the steps in front of the lighthouse, due south of Casa de Mordecai. Don't miss it in your rush toward the Preserve Dockyard.

2

This easy-to-miss ECHO Recorder is on the steps of an observation tower in the southeast corner of the park, in the area occupied by stalkers and skags.

3

Exit the Specimen Maintenance area onto a short road that curves to the right. Don't jump down to fight the stalkers just yet; first, pick up the ECHO Recorder at the end of the left end of the road.

4

The final ECHO Recorder in this area is on a chair in the southeast corner of the Observation Wing. Clear the area of Engineers and Loaders, and snag it before riding the lift outside.

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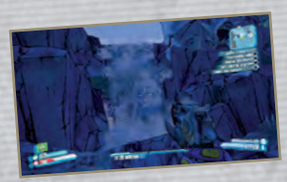
= Slag Sample

Mordy's Secret Stashes

1 The first stash is located under the bridge in the second area of the outdoor enclosures. Pass through the small observation lab, and drop into the larger enclosure and turn to the right. The stash is located beyond a gap in the foundation of the overpass.

2 The next stash—and arguably easiest to spot—is inside a cave behind a waterfall in the large outdoor stalker and skag enclosure. Follow the creek upstream to spot the cave beneath the waterfall.



3 This stash is close by the second one, but on the ledge overlooking the area from the west. Run along the upper road surface, and leap across to the large pink plant. From there, make a running jump for the rocky ledge to the right of the road to find the third of Mordecai's stashes.

Ride Together, Die Together

The large exterior enclosure contains a host of two skags and stalkers living in harmony, particularly the two by the name of Pimon, a stalker, and Tumbaa, a skag. As a general rule, stalkers are quite a bit harder to kill than skags, so take on the weaker Tumbaa first. Tumbaa doesn't have a shield, but is a highly dangerous Spitter Skag with explosive projectiles that pack a punch. Soften him up so that he's nearly dead, then set to taking out Pimon's shield. Remove the shield to keep Pimon from cloaking, then finish him off. Turn immediately to the already weakened Tumbaa and set him aflame or use a rocket launcher to complete the Challenge. It's important to kill Pimon first to keep him from recharging his shields while you inflict fatal damage on Tumbaa.

Bear Minimum

The area contains five pint-sized and very easy to overlook teddy bears stuck within a ribbon of red stalker goo. These bears emit no blue or white beams of light and are stuck in non-destructible slime. They're not in stalker debris piles, nor are they in the bulbous slime bags that erupt and drop loot when shot. Though you may stumble onto one or two and notice the "use" prompt that flashes on the screen, it's entirely possible to traverse the area multiple times without noticing them. See our map for locations. Each one looks very similar to the one featured in the adjacent screenshot.

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WILDLIFE PRESERVATION

GET A CLAPTRAP UPGRADE FROM MORDECAI IN THE WILDLIFE EXPLOITATION PRESERVE.

MISSION BRIEFING

To stop Jack from awakening the Warrior, you must shut down the Guardian Angel AI. However, to get to Control Core Angel, you have to fight your way through three obstacles. The first obstacle, a Hyperion security field, can only be shut down by Hyperion Tech. Roland thinks Claptrap can do the job, but he'll need a security upgrade. Mordecai, who has spent much of the last five years spying on Hyperion and stealing their stuff, probably has what you need.

MISSION OBJECTIVES

- *Go to Wildlife Exploitation Preserve.*
- *Find Mordecai.*
- *Get Claptrap upgrade.*
- *Infiltrate shipping yard.*
- *Rescue Bloodwing.*
- *Wound three Loaders.*
- *Find holding cells.*
- *Find Bloodwing.*
- *Weaken Bloodwing.*
- *Deliver upgrade to Claptrap.*

STORY MISSION REWARDS

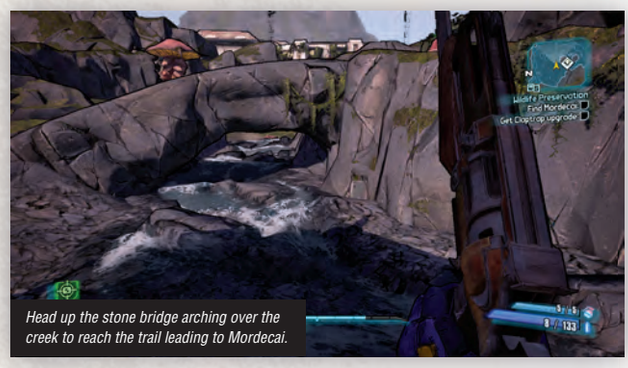
LEVEL	MONEY	XP	GEAR
20	4 Eridium ($387 with Bonus)	7719	—

**Money and XP may vary based on player's level at start of mission.*

Return to The Highlands near Hyperion Bridge or anywhere you can get a vehicle and drive to the Wildlife Exploitation Preserve entrance near Frothing Creek Mill. Head up the hill past the Isotope Reclamation Area to reach the entrance through the cave.

Roland wants you to meet up with Mordecai, who has been spying on Hyperion's goings-on in the area. He'll know a way to get Claptrap the upgrade he needs. Equip a Shock weapon and load up on ammo at the vending machines prior to descending the path from the entrance. Kill the pack of stalkers you encounter, then cross the stone bridge due south to head up the spiraling trail to Casa de Mordecai.

Listen to Mordecai spill his sorrow (he'd never spill a beer) over Bloodwing, then initiate conversation with him to learn that he stores his most vital data on a chip embedded into Bloodwing's collar. It was bad enough that Mordecai's pet had been abducted, but so had the data needed to perform Claptrap's upgrade!



Head up the stone bridge arching over the creek to reach the trail leading to Mordecai.

The man with a plan.

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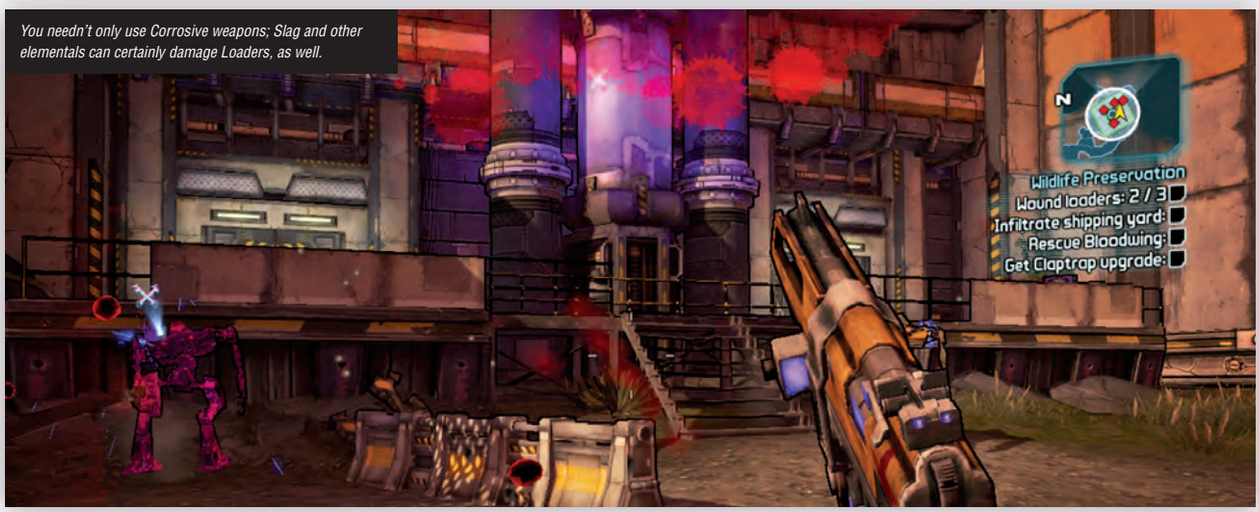
Optional Missions Available

You managed to make it back to the recently airborne city of Sanctuary and may be contemplating a break from your Vault Hunting mission. If so, you'll be pleased to know that there are more than two dozen optional missions now available (not to mention any you didn't complete earlier). Some of these are present in the form of a lengthy mission string, such as "Clan War" and "The Overlooked." Others are short one-off missions that grant you access to previously inaccessible areas in The Fridge or spur you into exploring off-the-beaten path locales like Sanctuary Hole and Caustic Caverns. At the very least, it's a good idea to complete the "Clan War" mission string in The Dust, "The Cold Shoulder" and "Note for Self-Person" missions in The Fridge, and both "Safe and Sound" and "Minecart Mischief" in Caustic Caverns. These are admittedly some of the lengthier optional missions currently available, but you stand to gain a wealth of XP and better equipment by completing them. It's also worth performing the very quick-and-easy "Won't Get Fooled Again" mission to snag Law, a unique pistol. The following list contains all of the missions now available (mission series have been abbreviated for space considerations).

- *Won't Get Fooled Again*
- *Claptrap's Birthday Bash!*
- *Safe and Sound*
- *Minecart Mischief*
- *Clan War*
- *Doctor's Orders*
- *Hidden Journals*
- *Torture Chairs*
- *Note for Self-Person*
- *Swallowed Whole*
- *The Cold Shoulder*
- *The Overlooked*
- *Arms Dealing*
- *Stalker of Stalkers*
- *Best Mother's Day Ever*
- *Perfectly Peaceful*
- *Slap Happy*

OVERTIME PAY



You needn't only use Corrosive weapons; Slag and other elementals can certainly damage Loaders, as well.

Have You Seen My Pet?

Leap off the cliff on the east side, and make your way past the New-U station toward the doors to the dockyard. Switch to a Corrosive weapon and take out the first wave of loaders as you approach the lever beside the door to the Preserve Dockyard. Give the lever a pull, only to realize that the doors won't open—an intruder has been detected! Mordecai radios you an idea: weaken three of the loaders, but don't kill them. This forces the Hyperion battalion to send additional reinforcements through the dockyard door. Damage each loader until you see the wrench icon appear over its head, then target another. With a Corrosive rifle, you can shoot a few rounds at a loader and allow the status effect damage to weaken it sufficiently. Those playing as Axton must avoid using the Sabre Turret for this fight, as it's likely to destroy the loaders that you're trying to only injure.

The Preserve Dockyard contains numerous engineers, loaders, and surveyor drones, not unlike the Hyperion areas within Highlands Outwash. Hang back, attack with Corrosive weaponry, and use your Action Skill frequently to wipe all Hyperion forces from the map. Advance slowly to avoid getting caught in crossfire. Don't overlook the chests that are reachable via the ramp on the left near the entrance. Scamper across the top of the Hyperion containers to the roof of the garage with the electric barrier.

FORCEFIELD DOWN!

It's possible to disable the electric current to the forcefield without climbing all over to reach the fuse box. Simply back away from the electric barrier and look straight up above it. Target the incendiary barrel with a sniper rifle to detonate the barrel. The fusebox isn't visible from this position, but it's within the blast radius of that barrel!

Defending this area falls mostly upon the shoulders of Combat Engineers and GUN Loaders, but you're also going to encounter several PWR Loaders. Their spinning propeller-like arms can deflect bullets, sometimes right back at you. Though it's possible to snipe the tops of their heads or aim for their feet, a great way to defeat them is to fake them into taking a melee swing at you. Sprint forward with a shotgun in hand, then quickly step back and open fire as the PWR Loader rears back to swing one of its arms at you. Of course, it's also possible to use Zero's Deception, Axton's Sabre Turret, or Maya's Phaselock ability to help you gain a clear shot at their flank.

A Corrosive shotgun and a quick deke move work well against PWR Loaders.

Continue the fight in a counter-clockwise loop up the stairs and across the upper level toward the massive cable fence above the first creature enclosure. Hyperion's employees installed these heavy gauge cables to keep the stalkers and skags from escaping; fortunately, there's still plenty of room for you to sneak in.

Shock Skags are still highly vulnerable to Fire damage, so hit them with Helios!

Keep your eyes peeled for these purple Slag Samples.

Drop off the bridge from either side, and fight the skags lurking below. There's likely a Badass in their ranks and quite possibly a Badass Shock Skag, so be on guard. Cross the grass toward the broken window of the observation room to the east. More skags will leap from the blood-stained hole in the building, so approach with caution. Run up the pipe to enter the small lab. Tannis soon contacts you via the ECHO device to ask that you collect 10 Slag Samples for her, the first of which is in this small laboratory (though there are more Slag Samples in the facility than she asks for, you should run back and retrieve this one if she fails to ECHO you before you advance past this area).

The second may appear to be just a continuation of the first, but this one contains many stalkers in addition to the skags you're accustomed to fighting. Keep Fire and Shock weapons on hand so you can drop shields and set enemies alight in quick order. Fight past the stone arch and continue toward the skags near the containers in the next part of the yard. It's certainly worth taking a minute to explore the upper road surface by using the rocky ramp to reach the highway. For example, you can find a Cult of the Vault symbol and one of Mordecai's three stashes in that area.

Use the rocks and containers as cover against the Super Badass Loader, and hit it hard with Corrosive weaponry for best results.

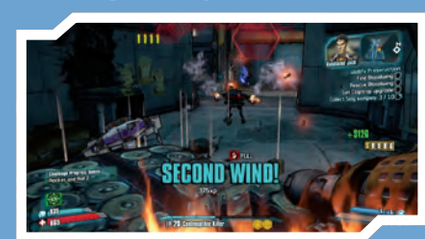
Push the button to open the door in the northeast corner of the enclosure, and head inside. Continue down the hall to the circular testing chamber, and fight past the stalkers here and up and out of the room via the collapsed wall to enter the area above the waterfall. Kill the stalkers in the area to draw a Super Badass Loader out from behind the locked doors to the west. Take cover behind the rocks in the center of the enclosure to avoid its rockets, and unload on it with Corrosive grenades and gunfire!

With the Super Badass Loader destroyed, you're now free to enter the Specimen Maintenance area. Round the corner past the numerous skag enclosures to find the door to Bloodwing's Enclosure, where nothing but a feather remains. Unfortunately, Handsome Jack baited you into this corner so that he could release the Badass Skags in the previous area.

Handsome Jack promises that Bloodwing has merely been moved to a different pen, but his assurances aren't comforting.

JENKINNNNNSSSS!!!

The four boxes in the room to the right of Bloodwing's Enclosure often contain at least one Loot Wee WAR Loader and (if you're lucky) a Jenkins! Either way, open these boxes one at a time to avoid being surprised with as many as four enemies at close range. Jenkins the robot can leap from most any small container in Pandora, but encountering him is very rare. Cross paths with him enough, and you'll even earn a Badass Rank or two.



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No Bloodwing Left Behind

Equip your best Fire or Explosive weapons and head back to the Specimen Maintenance area: the doors to the Badass Skags have been opened, and you're about to be attacked by multiple Adult Skags that can take on the elemental property of the Badass Skag they're near. Try to lure them toward you just one at a time by not venturing too far into the room. You'll likely encounter Badass Corrosive Skag, Badass Shock Skag, or Badass Fire Skag, or some combination thereof. Lead them toward Bloodwing's Enclosure in an effort to spread them out a bit. Stay close to the side of the room nearest Bloodwing's Enclosure to avoid luring any of the stalkers from the neighboring pens into the fight.

Cunning, firepower, and frequent use of your Action Skill is the best way to handle multiple Badass enemies.

Gather up the Slag Samples from the lab area near the New-U station, and raid the adjacent containers before heading out into the next outdoor enclosure. Walk along the elevated road to the left to get the ECHO Recorder and to take on any stalkers that make the climb. This allows you to thin the pack before crossing to the northwest where the stairs are located. There are a lot of stalkers in this area, including Cyclone Stalkers, which use their namesake spinning motion to deflect bullets, much like a PWR Loader's propeller arms. Cyclone Stalkers also spit a nasty projectile at you, making them one of the more dastardly members of the stalker species. Do not fire at them while they're spinning unless you enjoy the prospect of shooting yourself (it's assumed that you don't).

A Badass Fire Skag can turn non-elemental skags into flaming man-eaters with a single roar if you don't stop him!

Climb the stairs in the corner and proceed west across the walkway to one final outdoor enclosure. Numerous skags and rakk attack you as you drop off the walkway, but it shouldn't be anything you haven't seen before. Take out the skags while sweeping along the perimeter of the area in a counter-clockwise circle. Watch out for any Badass Skags in the area—likely to be a Badass Fire Skag—and take the Badass out quickly before his roar turns those around him into Adult Fire Skags. Naturally, you'll want to avoid using Fire weaponry against Fire skags.

A small group of engineers exits from the doors to the south as soon as you've put down the last of the skags. Kill the engineers, and enter the lobby, where a legless Experimentation Greeter Bot awaits. Those who have accepted the "Doctor's Orders" mission can activate the lever behind the Greeter Bot and reveal a hidden shelf within the wall. The Experimentation Greeter is both unarmed and invincible, so save your ammo for something else.

Make your way into the warehouse area and open fire on the BUL and PWR Loaders that attack alongside the engineers in this area. Use the racks for cover and allow them to come to you—sidestep their attacks, and open fire as they funnel forward to get closer. One of the engineers can be seen dropping a Slag Sample. You can find additional Slag Samples in the room on the right.

Eliminate the other loaders and engineers, and head up the stairs to the catwalk. This upper walkway leads to a second hallway where several more Hyperion baddies block the way to the Observation Wing. Use grenades and aim for the feet of any PWR or BUL Loaders you see to reduce the chance of having your bullets ricochet back at you.

Grab the remaining Slag Samples, and loot all nearby chests for ammo and grenades. There's a battle brewing beyond the lift you're about to ride, so take a moment to prepare. Have at least two different elemental weapons handy, a rocket launcher, and an Explosive weapon. Assault rifles and pistols typically serve you better in the fight to come than a sniper rifle, though all weapons can yield success.

Soak the Loaders in Corrosive bullets as they march toward your position.

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BLOODWING

Slagged Bloodwing Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL AREAS	WEAKNESS/RESISTANCE
21 (X3)	—	3.5	Super Badass	Head	Variable

Handsome Jack didn't just kidnap Bloodwing: he's fed him so much Slag that Mordecai's beloved pet has not only quadrupled in size, but has also become extremely aggressive, particularly to Vault Hunters like yourself. You have no choice but to weaken Bloodwing so that Mordecai can snipe him with a tranquilizer dart. Unfortunately, you're going to have one heck of a fight on your hands in the meantime.

Refrain from firing until Bloodwing actually begins to charge you, as you can't injure him until the objectives list updates to say "Weaken Bloodwing." Roland soon reaches you via ECHO and explains the plan.

Bloodwing starts out as Slagged Bloodwing and circles around before dive-bombing your position with his claws outstretched and ready to cut. Hold your fire for now. A Slagged Bloodwing will just shake off any attempts to damage him.

Handsome Jack soon calls for Bloodwing to transition from Slag to Fire, then to Electricity, and finally Corrosive. Bloodwing turns to Fire and briefly hovers above you while attacking with Fire. Now's the time to start laying into Bloodwing (with non-Fire weapons). If possible, coat him in Slag, then switch to Explosive or non-elemental weaponry while avoiding the Fire attack.

PERSONNEL FILE F14D

BLOODWING

Characteristics:
Huge; Mutated; Eridium-poisoned

Threat Level:
Very high (what has science done?!)

Intel Report:
As it turns out, Eridium has some horrifying applications. Bloodwing used to be the size of a small terrier, but now, thanks to Eridium poisoning, he's grown to the size of the fabled Ultra-Terrier of Eden-5. All care should be taken to subdue Bloodwing peacefully; in addition to the value he would have as an asset to the Crimson Raiders, Mordecai would be inconsolable if any harm were to befall him.

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Bloodwing's Shock attack comes next. Listen for Jack's shouts, and switch to a rocket launcher or other heavy weapon. Bloodwing dives to the ground in order to transform from one element to the other, thus providing a static target for your rocket launcher or Longbow or Sticky grenades. Use this brief moment to hit him with your slower-moving projectiles, even if they happen to just be a reloaded Tediore weapon or a Torgue's slow-moving explosive bullets. Once back in the air, Bloodwing spits Shock balls at you during his Electricity phase. Avoid these by strafing around the perimeter and continuing to pepper him with gunfire.

Bloodwing's Corrosive phase yields an attack similar to his Fire attack in that he spews forth a large noxious cloud of toxicity as he hovers above you. Mordecai periodically mentions that he's sending you supplies. In addition to several Insta-Healths and ammo pickups falling into the arena, a small pack of skags also gets released. Let these be the fodder you use to gain a Second Wind if necessary. Of course, the many yellow containers around the perimeter should provide all of the ammo and Insta-Healths you need.

Mordecai fires the tranquilizing shot once Bloodwing has been weakened to roughly 10% health. The massive bird then falls to the center of the arena, at which time you can grab the chip from its collar.

Delivery for Claptrap!

The Badass Loaders yield enough XP to make it worth spending any extra rocket launcher ammo you have on them.

Take some time to loot the many large chests in the room that opens at the end of the Bloodwing battle. It's worth using all the time it takes to properly sort your equipment and to ensure that you're leaving behind the least expensive of the weapons you plan to sell. Even if you know you'll never equip the weapons in the large red chest, be sure to take any that can be sold for more than the ones you're carrying.

The nearest Fast Travel station is back near the entrance from The Highlands. Fortunately, you can exit the Observation Wing via a balcony overlooking the area just outside the Preserve Dockyard (where the GUN Loaders you had to wound were located). Head to the right and drop to the ground by the container near the stream. Angle to the right, and follow the creek uphill toward the distant stalkers.

Ignore the stalkers, as a half-dozen Badass Loaders are due at any moment. Advance slowly to draw the first two or three into battle, and use the rocks and tall plants for cover. Unload with Slag and Corrosive weaponry and explosives. Draw the next batch in after you've killed these. Monitor your health and shield levels carefully, and do not be afraid to make a run for it, especially if you can use Deception, Gunzerking, or a Sabre Turret to make the getaway easier. Second Wind off any nearby stalkers if necessary; otherwise, just keep on running for the Fast Travel station if you don't feel like battling the Badass Loaders.

Celebrate another successful mission with a high-five!

Once back in Sanctuary, head straight to Claptrap (around the corner from Dr. Zed's clinic) and provide him with the data needed to update his firmware. With Claptrap's update complete, head to see Roland at Crimson Raiders HQ and turn in the mission.

FAREWELL, OLD GIRL

With Mordecai's help, you were able to infiltrate the Wildlife Exploitation Preserve and retrieve the data needed to upgrade Claptrap. Now, he'll be able to help you past one of the obstacles standing between you and Handsome Jack. Though he'd rather it be under better circumstances, you can now find Mordecai at the Crimson Raiders HQ whenever you want to chat with him.

THOUSAND CUTS

Welcome to Thousand Cuts! Would you like to die by the hands of the Hyperion forces to the west, or the Slab bandits to the east? Or, would you prefer to throw yourself off one of the many nearby cliffs and save everyone a great deal of trouble? Lucky for you, the Slabs have built a series of bridges to link each of the island-like chunks of rock that comprise this area. The Slabs are constantly fighting with the Hyperion troops nearby, and at first glance, the area seems to be of no strategic importance. That said, one can't help but wonder why Hyperion would station so many troops on a seemingly valueless cliff.

The Districts of Thousand Cuts

LOCALE	LIMITED ACCESS?	FIRST VISIT
Slab Town	No	"The Once and Future Slab" story mission.
Broke Face Bridge	No	"The Once and Future Slab" story mission.
Buzzard Factory	No	"The Once and Future Slab" story mission.
Bloody Knuckle Point	No	"Poetic License" optional mission.
No Man's Land	No	"Poetic License" optional mission.
Competitor Deterrence Field	Yes	"Where Angels Fear to Tread" story mission.
Control Core Loading Dock	Yes	"Where Angels Fear to Tread" story mission.
Control Core Supply Depot	Yes	"Where Angels Fear to Tread" story mission.

Dangerous Beasts

ENEMY FAMILY
Psychos
Bruisers
Goliaths
Marauders
Buzzards
Loaders
Engineers
Turrets

High Value Targets

ENEMY	FAMILY
—	—

Cult of the Vault

1

This Cult of the Vault symbol is located on the western side of the Buzzard Factory building. You can access it from the outside by looping around the building's façade in a clockwise direction.

2

This symbol is on the upper level of a bombed-out house near the eastern cliff in the No Man's Land area. You can reach it with a couple of careful jumps, but look carefully, as it can be difficult to spot depending on the time of day.

Grave Matter

There are nine tombstones located throughout the greater Slab Town area, and you can gain an increase in Badass Rank for smashing all of them with melee strikes. Our map shows the location of all nine: two on a small island west of Slab Town, one on the very south end of the Buzzard Factory area, and six in a group closer to the Buzzard Factory. They are all accessible at any time.

Portrait of the Gunzerker as a Young Man

1

The first ECHO Recorder is atop a barrel on the wooden platform in Slab Town, around the right-hand side of the house near the vending machines.

2

Head north through Slab Town to the second large island in the northeast corner. Make your way to the platform on the east side, and leap across to the suspended platform, then to the wooden balcony alongside the cliff.

3

The third ECHO Recorder is under the main deck of Broke Face Bridge. Cross the bridge to the west, and drop beneath the upper decking via the gap. Follow the pipes under the bridge's main surface back to the east to find it.

4

Cross the bridge from Buzzard Factory to Bloody Point Knuckle, and ride the lift on the west side of the building up. Loop around the exterior of the structure to find this final ECHO Recorder in the northeast corner.

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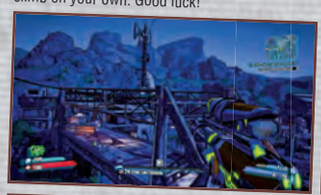
Slab UHF

This Challenge is strictly for those with the skills—and patience—to attempt the game's most difficult jumping puzzle. There's a fuse box atop the large UHF radio tower in the north end of Slab Town, but it's going to take pinpoint jumping to reach it (the fuse box is merely there to provide a goal for this Challenge; it doesn't control anything). The first step to scaling the tower is reaching it: head to Buzzard Factory and proceed up the stairs to the second floor exterior balcony. Walk along the narrow cable leading to Broke Face Bridge, and tightrope across the top of the bridge to reach the base of the UHF tower.

Once at the tower, start your climb on the southeastern side by leaping onto the post sticking out of the ground. From there, you'll be able to carefully jump to the beam sticking out the side of the tower. Beams such as this extend from the sides of the tower in a step-like fashion leading around the tower in a clockwise direction until they turn back the way you came near the top. The key to making these jumps is to always aim for the outer edge of the beam to avoid bumping any low-clearance objects near the tower's structure. This is especially true when you're trying to leap around a corner. Also, look for objects like tires and dishes that can give you a few extra inches in height or stop you from falling off the other side. Once you realize how to access the tower and begin the ascent, the hardest part is actually sticking each landing without falling back to the bottom. Take your time, remain calm, and allow muscle memory to take over. Jumps that seem nearly impossible at first eventually become second nature as you undergo the trial-and-error process of climbing this tower. Unfortunately, all this guide can do is show you the way; you've got to make the climb on your own. Good luck!



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THE ONCE AND FUTURE SLAB

ENLIST THE SLAB KING'S HELP.

MISSION BRIEFING

With the first obstacle to Control Core Angel accounted for, Roland has turned your attention to the second obstacle: a big-ass Hyperion defense bunker. Roland feels you will need the help of a local bandit leader, the Slab King, to destroy this bunker. The Slab King can be found in Thousand Cuts, but be careful—though he hates Jack as much as anyone, his men won't exactly welcome you with open arms.

MISSION OBJECTIVES

- *Take Roland's note.*
- *Go to Thousand Cuts.*
- *Deliver note.*
- *Survive initiation.*
- *Follow Brick.*
- *Destroy three mortar beacons.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
20	$86	5789	Rocket Launcher (Blue) or Shield (Blue)

**Money and XP may vary based on player's level at start of mission.*

Take Roland's note from him at Crimson Raider HQ, and make your way to Thousand Cuts to meet a bandit called the Slab King. This guy used to be a member of Crimson Raiders, but his methods were too brutal, so Roland sent him packing. The area he now lives in, Thousand Cuts, can be reached from The Highlands via a path leading to a distant suspension bridge to the right of the main highway bridge on the south side of the region. Roland's hope is that the Slab King can help the Crimson Raiders get past the bunker and advance to Control Core Angel. That is, assuming Claptrap gets past the death wall. Anyway, once inside Thousand Cuts, make your way northward through Slab Town. Don't cross the bridge due west, as there's no way to reach the bridge leading north from that side of the chasm.

Everybody Shoot the Messenger

Approach the entrance to Slab Town cautiously, and set to sniping any lone Marauders you see. Watch out for Suicide Psychos, and slowly make your way north to where you're bound to encounter a Goliath or Caustic Goliaths. Check the minimap prior to shooting their helmets off and give a quick glance to the sky, as well—don't shoot the helmet off a Goliath if the only other enemy nearby is a Buzzard, as this can be too much to handle. On the other hand, there is always a chance the Goliath will leap for the Buzzard and plummet off the side of the cliff to its death. It's a crapshoot, but it's your choice to make.

Slag a Caustic Goliath, then set it alight for maximum effectiveness.

Optional Missions Available

There are but four new optional missions available after the conclusion of the last story mission. If the result of that last mission has got you down, then you might want to join Mordecai in his grief with the "Rakkaholics Anonymous" and "Animal Rights" missions. The other two missions to come online both take place at Thousand Cuts, though you'll have to speak with Scooter in Sanctuary to accept the "Poetic License" mission. The other, "Shoot This Guy in the Face," can be tackled during the course of "The Once and Future Slab" and only takes a moment of your time and a lone bullet from your gun.

- *Rakkaholics Anonymous*
- *Animal Rights*
- *Poetic License*
- *Shoot This Guy in the Face*

OVERTIME PAY

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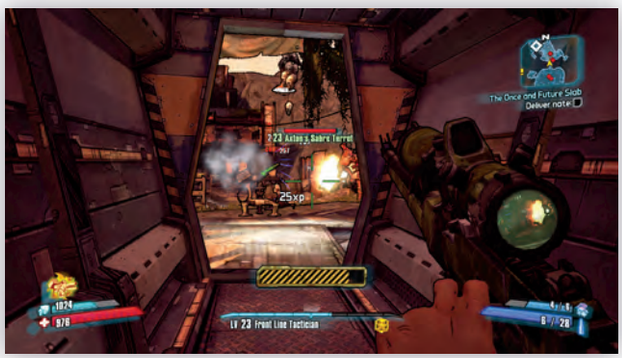
Be on the lookout for Buzzards as you near the center of Slab Town. Target its engines as best you can but know that you may need to simply ignore it for the time being, as there is a lot of room for it to fly and evade your shots. Similarly, there are plenty of small houses and Hyperion containers that you can duck into for cover from its aerial bombardment.



Axton can take cover from the Buzzards inside the container-bridge, but throw the Sabre Turret out ahead so it can clear the path.

Fight your way past the Elite Marauders to the bridge arching over the void, and continue toward the large arrow signs—bandits have a habit of erecting signs to lead their wayward selves home. At this point, the Slab King thinks you're a Hyperion assassin, but he'll realize the truth soon enough. Either way, you're going to have to cut a swath through his Slab brethren.

Make your way up the stairs on the right near the arrow sign, and kill the Bruisers en route to the many containers and chests to the east. The Slab King is located at the Buzzard Factory in the northwest corner of Thousand Cuts, and the only way there is across the heavily guarded Broke Face Bridge. Hang back near the eastern side of the bridge, and snipe the helmets off any Goliaths that start to march across the bridge toward your position. They'll most likely aid you in dispatching any remaining Bruisers, or (if you're lucky), they'll leap to attack a Buzzard. Use the barrels and gas tanks against the Goliaths, and continue across.

Nothing warms the cockles like seeing a Badass Goliath leap to his death.

FACE MCSHOOTY

In need of some quick cash, a bunch of XP, and a good laugh? Locate the Psycho hopping around on the cliff just south of Broke Face Bridge and accept the "Shoot This Guy in the Face" optional mission. Then, shoot that guy in the face.

MENTAL NOTE

Locate the series of ramps and stairs on the western side of the first area in Slab Town. These stairs lead down to a relatively obscure but important cave containing a chest and several ominous plinths. Keep this location in mind for after you've reached the Vault, defeated Handsome Jack, and are in search of a new challenge, assuming you live that long.

Clear away the remaining ground-based bandits on the far side of Broke Face Bridge, and take a moment to scout the exterior of Buzzard Factory. Six of the nine tombstones are nearby, as is a Cult of the Vault symbol and a valuable chest at the base of a ladder to the north. The ground floor entrance to Buzzard Factory is locked up tight, so you'll have to ascend the stairs and drop through the chute where the large fist logo is. As always, just follow the bandits' arrows: they're expecting you.

Slab Initiation

Shoot the helmet off the Badass Goliath as soon as the battle starts, then run up the stairs on the right for cover.

Drop into the Buzzard factory with guns and grenades ready, and wait for the Slab King's brief remarks to end. Immediately target the helmet of the Badass Goliath on the balcony to the left of the Slab King's throne. Dozens of marauders, psychos, bruisers, and other Goliaths are going to flood the factory floor in hopes of being the one Slab that gets to take you down and impress the Slab King. Don't let it happen!

Toss a grenade into the fray—Singularity, MIRV, or Bouncing Betty would be ideal—to buy yourself a few uninterrupted moments and head up the stairs on the right, running to the narrow balcony overlooking the action. The easiest way through this fight is to let the Goliaths do the heavy lifting for you. You can stay on the catwalk in the southeast corner of the factory and watch much of the fight take place without you. Give the Goliaths a little help by softening up some of the enemies down below if you'd like to try to raise the Goliath to a God-liath.

A brief lull in the action precedes the arrival of a second wave of enemies consisting almost entirely of Psycho Midgets. This is a great time to shoot the helmet off the other Badass Goliath on the balcony near the Slab King (if he hasn't jumped down already). Additional Goliaths typically arrive during the second wave, and some of the Psycho Midgets may leap onto their backs to ride atop their broad shoulders. Shoot the other Goliaths' helmets off, and watch them all kill one other. Or, better still, wait for them to soften one another up, then lob some explosives down into the fray to collect the XP and loot!

The one bad thing about cultivating a God-liath is being the only one left to kill the God-liath.

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On the bright side, at least Roland didn't send it C.O.D.

Your reward for surviving the battle is a meet and greet with the Slab King himself, also known to his friends as Brick. Give Brick Roland's note, and take a moment to search the factory for loot. Head up the stairs in the back-left corner and raid the chest tucked away near the Slab King's throne. Handsome Jack comes on the ECHO right as you're approaching the door to announce a mortar attack on Thousand Cuts—just in time to kill a Vault Hunter and the Slab bandits! It's up to you and Brick to take out those targeting beacons!

Go ahead and shoot the Sarcastic Slab giving you the slow clap. He's a D-bag.

Mortar Beacon Destruction

Avoid the large red targeting circles that indicate the pending mortar strike.

You delivered the note, and Brick has, in fact, agreed to help the Crimson Raiders, but you must take care of the pending mortar bombardment first. Follow Brick through Slab Town as he leads you toward the three mortar beacons. Avoid the red targeting circles as the mortars crash down around you. An army of Hyperion Loaders is also falling from the sky. Numerous GUN, EXP, and WAR Loaders arrive in force to defend the mortar beacons. Equip a Corrosive weapon, and be ready to use it!

Brick has to use his fists to break through the protective shields that envelop each of the mortar beacons. Attack the loaders while Brick destroys the beacon's shield, then join him in attacking the mortar beacon. With the mortar beacon destroyed, only those loaders in the immediate area continue to pose a threat. Clear out any stragglers, then follow Brick to the next beacon.

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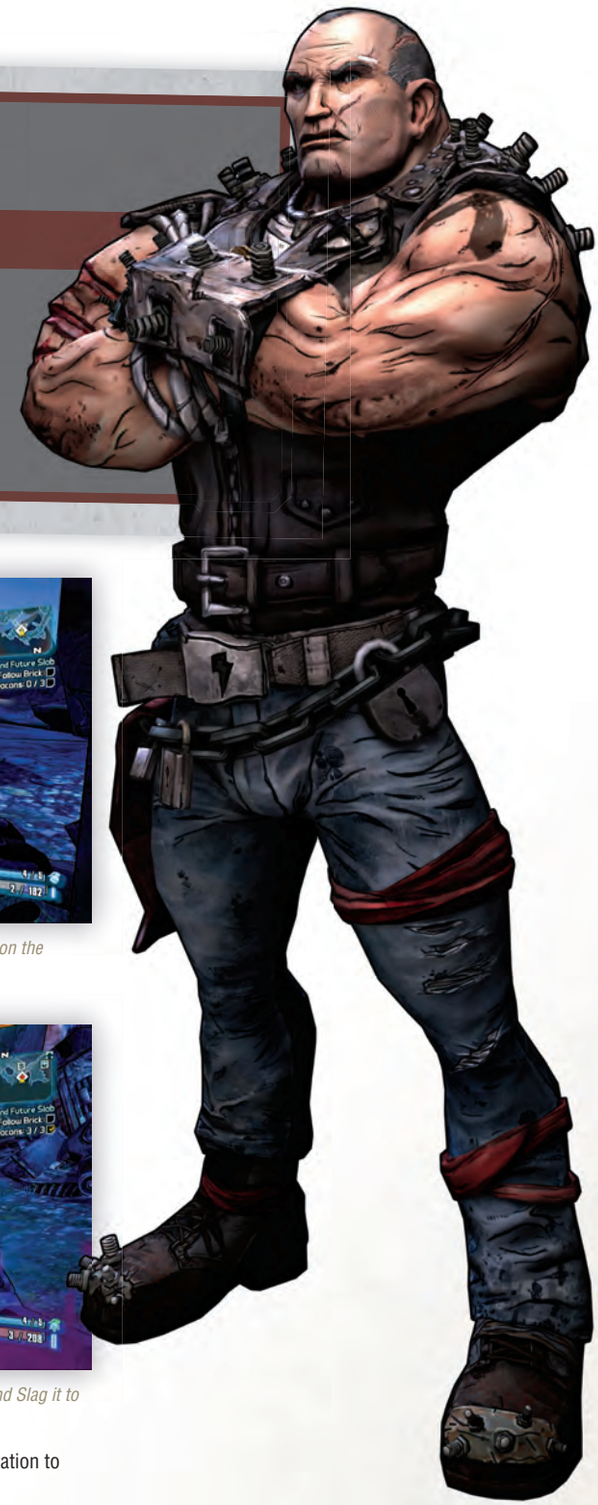
PERSONNEL FILE 7ZXB2

BRICK

Characteristics:
Angry; Pugilistic; Loves puppies

Threat Level:
High (we've had a falling out)

Intel Report:
Brick really, really likes punching things. Though he's nowhere near as dumb as his name might suggest—he is, in fact, capable of forming complete sentences—he does like punching things. A lot. After he helped open the Vault five years ago, Brick tried to settle down. He got a dog to replace the one he loved and lost as a child. He made a life for himself in New Haven. Then, Brick lost everything. Hyperion razed New Haven to the ground, tortured him, and made a mistake that Brick would never forgive: they killed his dog. After being accused by Handsome Jack and his ilk as being nothing but a bandit, a savage, a murderer, Brick decided to avenge his dog by proving his enemies right: he would become the king of a bandit clan and do everything in his power to take Handsome Jack down.



The first mortar beacon is just across Broke Face Bridge, in the northeast corner of Slab Town. Kill the WAR Loader on the other side of the bridge, and round the corner to the right while dodging the targeting reticules. The second mortar beacon is south, across the Hyperion container serving as a bridge to the main section of Slab Town. Several of Brick's fellow Slabs—the precious few you didn't slaughter while earning your membership card—will take to the air in Buzzards to offer support. Don't target them, as they're here to help!

Cover Brick while he punches through the beacon's shield, then open fire on the mortar beacon.

A Badass Loader attacks after you've destroyed the third beacon. Take a moment to loot the nearby containers and gather up plenty of ammo while Brick rushes off to shatter the barrier protecting the third mortar beacon. This should ensure you don't run out of ammo when facing down the Badass Loader.

Brick soon gives you a hand defeating that Badass Loader, so go ahead and Slag it to boost Brick's damage.

Speak with Brick in Thousand Cuts to get the warning about his idiot Slabs who will attack you if you return (they're seldom there, though). Use the Fast Travel station to return to Sanctuary, and report back to Roland to complete the mission. Brick will meet you there.

SCROLLING MY WAY BACK HOME

Sanctuary is often at the very bottom of the list of locations available in the Fast Travel network. You'll probably have to scroll down to see it. Don't worry if it's not immediately visible, as it will not disappear from the network again!

GOT THE BAND BACK TOGETHER

It took some doing, but the four original Vault Hunters have been reunited at the Crimson Raiders HQ in Sanctuary. They might not be the best of friends, but they've each been there for one another when the chips were stacked against them. And now they rely on you, Vault Hunter. Don't let them down!

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LYNCHWOOD

Run by a corrupt Hyperion Sheriff, the town of Lynchwood is intentionally kept in a state of abject poverty. Why? Because poverty breeds crime. And crime needs to be punished. To the Sheriff of Lynchwood, punishing crime is fun as hell. If you step into Lynchwood, the Sheriff—and all of her Hyperion-financed bandit cronies—will consider you a criminal, to be executed on sight. Due to its general lack of strategic value, Crimson Raiders are discouraged from visiting Lynchwood. That said, Brick has a personal grudge against the Sheriff, and he has posted a sizable reward for her head. As a town, Lynchwood has all the markings of a frontier dustbowl. The humans who've come to this town live along Main Street and in Gunslinger's Corner, far from the rats, skags, and Armored Skag Riders that populate The Grinders and Death Row Refinery areas. Vault Hunters have no official business in Lynchwood, but the area is home to numerous enemies.

Do or Die

1. Exit the train station on the lower level and take an immediate left. It won't be visible as you walk by, but there's an ECHO Recorder in the dumpster immediately to the left of the station exit.

2. Make your way to the northeast corner of the Main Street area, near the large yellow and black striped gate. The ECHO Recorder is atop the last building on the left as you ascend the path toward the gate.

3. This ECHO Recorder is tucked under some mechanical apparatus in the northwest corner of Gunslinger's Corner. Stick to the very edge of the area, and make your way around the periphery in a clockwise direction to spot it.

4. The final ECHO Recorder is located in Gunslinger's Corner, in the cave leading to the elevator. It's inside a burned-out car on the right-hand side of the path.

Cult of the Vault

1. This symbol is located on the roof nearest the rocks on the northeast end of Main Street. It's not far from the pharmacy building and can be reached with a running leap from one roof to another.

2. This Cult of the Vault symbol is a bit trickier to reach. It's atop a building on the lower side of Gunslinger's Corner but can only be reached from the upper area. Ride the elevator to the plateau, then run and leap up and over the gray, ribbed roof in the northwest corner. This lets you drop down to the roof where the symbol is.

That's Impossible, Even for a Computer!

Make your way to Death Row Refinery and approach the deck that sticks out over the cliffs. To the right is a flame-spewing exhaust port high up on the side of the refinery. Study the pattern of lights that ring the hole and watch as they turn from white to red. The port opens just as the fourth light turns red, but a burst of flame is soon expelled. You need to time your grenade toss so that it can enter the port just as the hole opens, and before the flames get a chance to knock the grenade backwards. Anticipate the port opening, and throw your grenade just before it opens to have the best chance of landing it inside the port.

Look Ma, No Hands

Both The Grinders area and quarry to the east of Main Street are home to numerous Armored Skag Riders, some of whom represent the Sheriff's Posse. You can earn yourself an additional Badass Rank by knocking five of these Armored Skag Riders from their mounts before killing the skags. The best way to do this is to simply aim high, target the rider, and use Corrosive or Explosive weaponry to inflict as much damage as quickly as you can. Though the blast from the explosion may damage the skag, you won't need to worry about the Corrosion spreading to the beast. Whatever weapon you choose, just continue to aim high and focus your firepower on the gun-toting enemy atop the skag instead of the skag itself. Once the time is right, use Corrosive weaponry against the Armored Skags for best results.

Duel of Death

Grab a friend and head to the Main Street area of Lynchwood. Wait for the next train to speed past—better to be safe than sorry—then step out onto the tracks and initiate a duel. It doesn't matter who wins, as you'll both get credit for completing this Challenge as soon as the duel is finished.

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The Districts of Lynchwood

LOCALE	LIMITED ACCESS?	FIRST VISIT
Main Street	No	"The Bane" optional mission.
Gunslinger's Corner	No	"The Bane" optional mission.
Death Row Refinery	No	"The Bane" optional mission.
The Grinders	No	"The Bane" optional mission.
The Old Mine	No	"Demon Hunter" optional mission.

Dangerous Beasts

ENEMY FAMILY
Psychos
Bruisers
Marauders
Rats
Skags

High Value Targets

ENEMY	FAMILY
Sheriff	Marauder

Last Train to Nowhere

Every 12 hours, just past 5 o'clock, a train comes steaming through Main Street on an eastbound trajectory. This happens several times a day, but there's a Bruiser standing on the very rear of this train. Kill him to complete this Challenge! This isn't quite as easy as it sounds due to the speed of the train and the relative durability of the Bruiser. It takes roughly 90 seconds of real time for an hour to pass in Pandora, so beginning around 2 o'clock, you should start eliminating all other bandits near Main Street. You don't want to be distracted when the train arrives. Head down to the tracks close by the station so you have the full length of track to fire at the Bruiser, and lie in wait. You should use a rocket launcher or high-powered assault rifle or SMG for this attack, as you need a combination of power and speed without the pressure of having to be pinpoint accurate.

Axton's Sabre Turret can certainly help in this attack, as can Zero's Deception skill if you time it right. Maya's Phaselock can briefly lift the Bruiser, but he'll keep moving with the train, so don't expect to yank him off it. Of all the classes, this may be best accomplished with Salvador, especially if you can pair a Slag SMG with an Explosive assault rifle or Fire-based repeater. Good luck!

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The Districts of Opportunity

LOCALE	LIMITED ACCESS?	FIRST VISIT
Living Legend Plaza	No	"Written by the Victor" optional mission.
Orbital Delivery Zone	No	"Home Movies" optional mission.
The Pits	No	"Home Movies" optional mission.
Waterfront District	No	"Home Movies" optional mission.
Residential Quarter	No	"Home Movies" optional mission.
Hyperion Office Complex	No	"Home Movies" optional mission.
Opportunity Square	No	"The Man Who Would Be Jack" story mission.

Dangerous Beasts

ENEMY FAMILY
Loaders
Constructor Bots
Surveyors
Engineers

High Value Targets

ENEMY	FAMILY
—	—

Opportunity Knocks

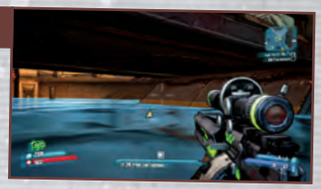
1 The first of the three ECHO Recorders is on a park bench between the two vending machines nearest the Fast Travel station.

2 Make your way to the south end of Opportunity, near the Residential Quarter, and locate the second ECHO Recorder atop the park bench near the vending machines. It's in a position much like the first, only on the far side of the city.

3 Descend the stairs to the lower level of Opportunity Square in the center of the city to find this final ECHO Recorder on a park bench.

Cult of the Vault

1



Make your way to the northwest corner of Opportunity, and drop into the shallow pools beneath the walkways. This well-hidden Cult of the Vault symbol is on the underside of the central walkway and can be accessed from within the water.

2

The other Cult of the Vault symbol is located on the northern edge of The Pits and is down deep in the construction site. Drop beneath the scaffolding and pipes, and seek out the symbol in the corner where the foundation is being dug.

Down with Big Handsome Brother

1 This Hyperion security camera is on the northeastern corner of the building in the Hyperion Office Complex nearest the Fast Travel station.

2 Loop around that same building where you found the first camera to find another on the southwest wing of the building.

3 Head east to Living Legend Plaza and look to the north to spot this camera beyond the twin flights of stairs.

4 This yellow security camera is next to the shimmering Hyperion billboard in the northern corner of the Hyperion Office Complex.

5 Head due west through the Waterfront District in the direction of the pier with the crane to spot this camera on the back of a lamppost.

6 Descend the steps to the lower level of Opportunity Square and scan the upper walls in the southeast corner to find this camera. It's on the corner to the right of a skybridge.

7 Make your way to the southernmost tall building and study the area under the overhang in the northwest corner of the building to spot this camera.

8 The final Hyperion security camera is on the same building as the previous one, but on the outer edge of the northeast corner.

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Top o' the World

Complete this Challenge by reaching the three highest points in Opportunity. Our map shows the spots you're trying to reach, but note that only two of them can be reached individually. The 45-degree angles that comprise much of the architecture in Opportunity make it possible to run up many of the surfaces, including two of the upper balconies included in this Challenge. It's possible to run and leap right up the sides of the building in the Waterfront District and the one to the east of Opportunity Square. However, the third building, which is the tall narrow tower on the western side of the city, requires a helper in order to reach the top. Locate the control panel southwest of the building and activate it to lower a moving platform with a ladder. Run up the side of the building, turn to face outward, and jump onto the ladder to climb up to the platform. Unlike the other lifts in Pandora, this one has no on-board controls. You now must have a friend activate the controls to send you up to the roof. Jump off after you get the Challenge, and repay the favor.

Additional Challenges

Shame the Foreman: Kill Foreman Jasper without letting him construct any turrets (see the "Hell Hath No Fury" optional mission for details).

OPPORTUNITY

Welcome to Handsome Jack's city of the future! Littering is punishable by death. That's right—if Hyperion has their way, all of Pandora will eventually look like Opportunity. Clean, shiny, and utterly devoid of that oh-so-bothersome little idea known as "freedom." As it stands, the city is still under construction; Jack's current timetables suggest that the city will be done in a few months, at which point Hyperion will begin inviting high-class families to move in and experience all the wonderment and adventure of Pandora… behind four-inch-thick energy shielding, of course. Opportunity consists of multiple neighborhoods ready for residents in the central and western portions of the city, whereas the construction is still underway throughout the eastern half of the city.

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THE MAN WHO WOULD BE JACK

HEAD TO THE CITY OF OPPORTUNITY.

MISSION BRIEFING

To stop Jack from awakening the Warrior, you need to shut down the Guardian Angel. Control Core Angel is defended by three major obstacles—two of which you have already planned for. The final obstacle to Angel's lair is a door that only opens for Handsome Jack. Angel has asked you to head to the city of Opportunity and wait for further instructions.

MISSION OBJECTIVES

- *Go to Opportunity.*
- *Kill Jack's double.*
- *Pick up the double's pocketwatch.*
- *Use info kiosk.*
- *Get more voice samples.*
- *Upload samples to Angel.*
- *Retrieve voice modulator.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
22	4 Eridium	9126	—

**Money and XP may vary based on player's level at start of mission.*

Return once again to The Highlands, near the Hyperion Bridge, and take a moment to equip yourself for Corrosive combat against engineers and loaders of all types. Use the Catch-a-Ride near the Fast Travel station to quickly drive across the bridge to Opportunity. Angel knows every one of Handsome Jack's secrets, including that he employs a body double to lord over the construction crews at Opportunity. If you can manage to kill the body double and take his pocketwatch for security clearance, Angel can help you create a voice modulator to help you get past Jack's voice detection layer of security.

It's always worth checking for new and improved shields or grenade mods, even if you don't need any ammo or health.

WE BUILT THIS CITY

The city of Opportunity is a place unlike any other on Pandora. This futuristic, self-contained mini-metropolis is brimming with high-tech wonders and stunning Hyperion architecture. The entirety of the city is comprised of concrete, steel, and all manner of space-age materials. Of chief concern to the illicit Vault Hunter heading into battle is the building and walkway geometry. Nearly every surface in Opportunity that isn't flat happens to run at no greater than a 45-degree angle. This makes it possible for you to run, jump, and stand atop the majority of walls and supports throughout the city. When all else fails, head to higher ground!

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Optional Missions Available

Now that you've managed to reunite all four of the original Vault Hunters, you can be sure there's no shortage of optional missions to take on. Most of the missions that you can now accept take place either at the recently visited Thousand Cuts area or the entirely optional location of Lynchwood. Lynchwood has several fun and interesting missions that culminate in a "Showdown" against the region's Sheriff, a tough-as-nails lady with a Relic worth fighting for. But if you're even considering going to Lynchwood, you should definitely make a quick pit-stop in Overlook to accept "Hyperion Contract #873," which asks you to kill 100 bandits. You'll have no trouble killing that many (and many more) during your visit to Lynchwood. Lastly, there are several missions that take place in Opportunity, the city you'll be visiting during the next story mission. Consider tackling "Home Movies" and "Hell Hath No Fury" before continuing the story mission in order to get a better feel for the city's layout and gain some extra XP in the process. Claptrap's "Statuesque" mission can be one of the more difficult ones in the game if you're not properly equipped, but it is a good indicator of how well you're prepared for combat against Hyperion's most lethal forces (something you'll encounter a lot of during "Where Angels Fear to Tread"). Note that no additional missions become available between now and the conclusion of the next story mission.

- *Rocko's Modern Strife*
- *Defend Slab Tower*
- *Hyperion Contract #873*
- *The Bane*
- *Animal Rescue*
- *3:10 to Kaboom*
- *Breaking the Bank*
- *Showdown*
- *Home Movies*
- *Written by the Victor)*
- *Hell Hath No Fury*
- *Statuesque*

OVERTIME PAY

ENGINEERING TROUBLE

Not every engineer you encounter can be treated as a mere gun-toting baddie that is as vulnerable to Corrosion as a marauder is to Fire. Opportunity is chock-full of engineers and others that have powerful pneumatic arms, laser-emitting helmets, and backpacks that fire barrages of rockets! Of course, they're all still very susceptible to a Corrosive sniper bullet to the head, but that's beside the point! The point is that it's important to identify the different styles of engineers and Combat Engineers and know when to prioritize some engineers over loaders. Consult "Sir Hammerlock's Almanac to Deadly Beasts" for more information and advice.

"We wanted to break up the linearity you can find in other environments by allowing the player total freedom of choice within the environment. We found creating this city was similar to creating a good Deathmatch level. Good level flow with the ability to drop down and surprise your enemy."

– ZACH FORD, LEVEL DESIGNER

Body Double

Head due south and circle around the large building directly ahead of you in a clockwise direction, passing briefly through the edge of Living Legend Plaza and continuing toward Opportunity Square. Stay on the upper walkway to minimize combat unless you feel like you may be under-leveled and want to farm some extra loaders and engineers for XP. Head even farther east to The Pits and Orbital Drop Zone if you really want to earn some extra XP and loot.

Keep right at the large blue glass building as you near Opportunity Square, and engage the loaders and engineers to the right. Clear out the enemies in the plaza out from under the A-shaped skyscraper, then look into the multi-level area beneath the building. You'll likely see an engineer or two patrolling the upper walkway. Handsome Jack's body double is on the ground floor. Hold your ground for a moment to see which way the waypoint on the minimap is heading.

Approach Opportunity Square from the west, and take a moment to scan for any remaining threats.

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Eliminate any remaining threats on the upper walkway, then descend to the lower floor and open fire on Jack's body double. Though the synthesized voice may give the impression that he is a cyborg, Jack's body double is all human. He's also well shielded, so switch to Shock weapons if possible; otherwise, reach for a Fire-based weapon for the initial attack. Jack's body double signals for reinforcements as soon as he spots you, so make your initial strike count.

Sneak up on Jack's body double with a Fire weapon in hand for the ultimate surprise attack!

Jack's body double isn't resistant to Corrosive attacks, so be sure to switch back once the reinforcements arrive.

Maintain pressure on him with elemental attacks, but watch the minimap for reinforcements. Additional loaders and engineers are quick to attack while you fight Jack's body double. Jack's body double may try to flee and run up the stairs. Chase after him, and continue to pepper him with Corrosive or Fire damage. He'll return fire, but he doesn't pose a major threat. Axton's Sabre Turret can work wonders at keeping enemy loaders and engineers at bay while you hunt the double. Similarly, Zero can use Deception to slip past the distracted reinforcements and fire powerful shots (or melee attacks) at the body double. Maya and Salvador can each use their Action Skills to go straight for Jack's body double and knock him out in quick fashion.

Don't go for the pocketwatch right away! Take a moment to first eliminate all remaining threats.

Handsome Jack: The Remix

Now that you have the pocketwatch, it's time to record some audio. Guardian Angel wants you to test out the watch's voice modulator by recording the audio from an info kiosk. Use the one at the lower level of Opportunity Square to get started.

The sample was good, but Angel needs even more audio in order to gain a large enough sample size to truly allow you to speak in Jack's voice. There are four more info kiosks scattered around Opportunity and marked as waypoints on your in-game minimap. The first is up the stairs due west from the first one, in the Waterfront District. Another one is just around the corner from that one to the southeast, in the Residential Quarter. Loop around the large building in a counter-clockwise direction toward the vending machines on the south edge of the city. Run up the stairs directly across from the vending machines to find the next kiosk.

Kill off the engineers that come patrol the area near the kiosk, then use it to record more audio for Angel.

You'll have to fight a lot of loaders and engineers as you approach each info kiosk, but it's nothing you haven't been dealing with since stepping foot into this city. The one difference now is that you may encounter more ION Loaders than you've seen previously. Try rushing toward them as they begin powering up their energy shields, and lob a grenade at their feet. They'll effectively trap themselves inside a bubble with a live grenade—particularly effective when the grenade you deploy is a Bouncing Betty!

Grenades are to bubble shields as farts are to elevators.

The final two kiosks are in Living Legend Plaza and the Hyperion Office Complex. Visit the kiosk in Living Legend Plaza first to place yourself in prime location to complete the mission after collecting the audio (though you may want to swing by a vending machine near the Fast Travel station to load up on ammo). The battles start to get more intense as you head into parts of the city that you haven't yet visited. It certainly pays to have a rocket launcher on hand, especially when you get downed, as there's no quicker way to Second Wind than by firing a rocket launcher into the nearest enemy—and since you're already down, you needn't worry about splash damage!

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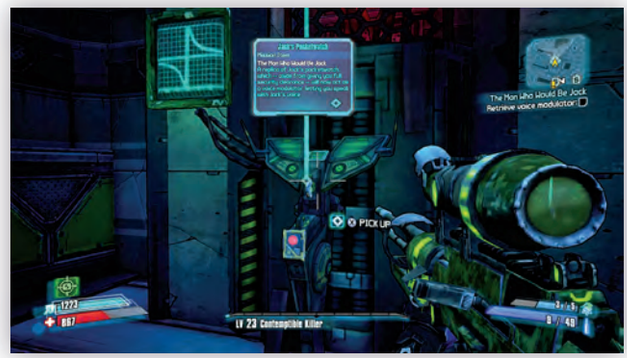
Hyperion City was built with the intention of leveraging 45-degree angles for player freedom. At that steepness, players are able to scale buttresses and walls easily. It also lent itself visually as being different from the more organic environments by being angular and sharp.

– ZACH FORD, LEVEL DESIGNER

Upload the Samples

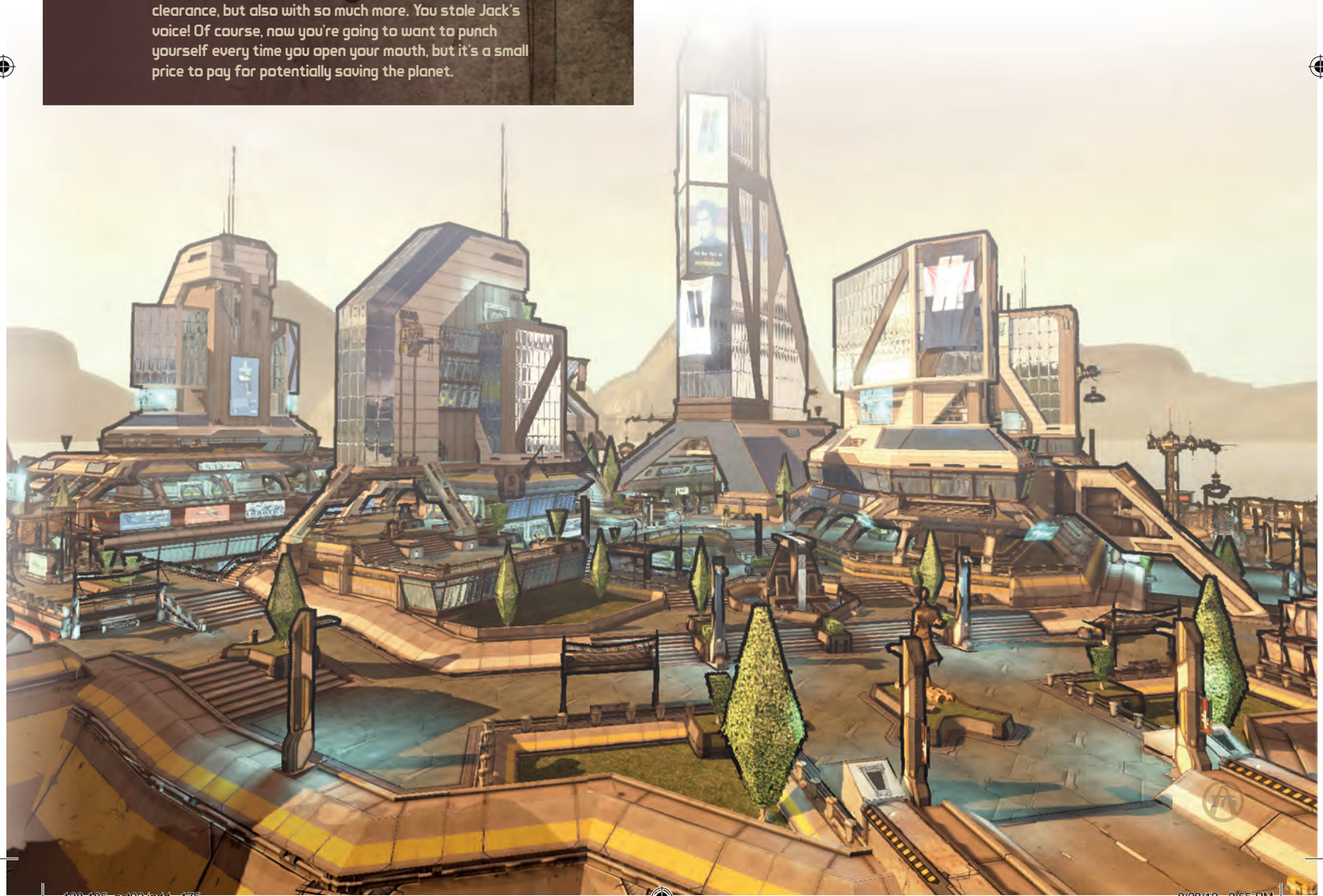
Now that you have the fourth audio sample, eliminate any immediate threats that remain, then head up the stairs directly south of the kiosk in the Hyperion Office Complex and duck into the corridor on the right. Unlike most doors in Opportunity, the one on the left actually opens as you approach it. Take out the Hyperion Snipers camped out inside the room, then use the terminal on the right to upload the audio to the network. The Guardian Angel then takes these files and creates the voice modulator for you to use with the pocket watch. Now you'll talk like Jack, but don't worry; it won't be permanent. Raid the treasure chest across from the upload terminal, and beat it back to Sanctuary to finalize the plan of attack with Roland.



With the pocketwatch in hand, you too can sound like Pandora's biggest jerk.

IDENTITY THEFT

You infiltrated Handsome Jack's oppressive city of the future, you slayed his body double, and you made off not only with a pocketwatch that grants security clearance, but also with so much more. You stole Jack's voice! Of course, now you're going to want to punch yourself every time you open your mouth, but it's a small price to pay for potentially saving the planet.



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THE BUNKER

Handsome Jack's last line of defense for Control Core Angel. Little is known about The Bunker—Brick's Slab Buzzards have tried and failed to breach it countless times, and though the area's surface is positively littered with turrets, satellite readings indicate that The Bunker is hiding something with a very, very large power source. The most optimistic reports suggest this source might power "an enormous fireworks display," while pessimistic reports suggest that such an idea "is really stupid." The one constant in all of the intel received is that the threat The Bunker poses to Pandora is far greater than its geographic size would suggest.

Additional Challenges

BNK-3R Buster: Destroy BNK-3R without destroying any of his auto cannons (see "Where Angels Fear to Tread" story mission for details).

Cult of the Vault

Make your way along the outer ring to the southern side of the area, beneath the waterfall. Leap onto the rocky ledge on the right-hand side of the tunnel. The Cult of the Vault symbol is hidden behind the vegetation beyond the crates you see. Brush past the plants to find it.

Dangerous Beasts

ENEMY FAMILY
Loaders
Auto Cannons

High Value Targets

ENEMY	FAMILY
BNK-3R	—

Dangerous Beasts

ENEMY FAMILY
Loaders
Turrets

High Value Targets

ENEMY	FAMILY
—	—

CONTROL CORE ANGEL

The hiding place of Handsome Jack's most sacred treasure. Though the Guardian Angel has orchestrated events as far back as five years ago during the quest for the first Vault, one assumes this is a more recent holding area for her. As Handsome Jack and his ilk didn't come to Pandora until after the Vault had already opened, one has to figure that he kept his Angel somewhere off-world, (possibly hooked up to the 4NG3L satellite that orbited Pandora way back when). Once Jack took control of Pandora, he presumably needed his ace-in-the-hole where he could keep his eye on her—and so, Control Core Angel was made a reality.

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WHERE ANGELS FEAR TO TREAD

REACH ANGEL AND STEAL THE VAULT KEY.

LIKE A BOY SCOUT

Take a moment to carefully sort through your equipment and get organized before you head off to Thousand Cuts. Go ahead and save your best equipment for later, but create plenty of room in your Backpack by selling as many items as you can (or by storing some in Claptrap's Stash or the Vault). Equip Slag and Corrosive weapons with large magazines, high power, and fast reload speeds. You're going to be churning through ammo against an onslaught of Hyperion forces, and they're all vulnerable to Corrosion, so come prepared. If playing as Maya, consider slotting the Bullet Witch Class Mod if you've been holding onto it. Also, if Zero, this is a good time to re-spec away from melee if you've been going down that tree, as his long-range sniping really comes in handy during this mission. Those playing as Salvador should configure their weapons so that the initial weapons chosen when dual-wielding are Slag and Corrosive.

MISSION BRIEFING

Angel is going to give you Handsome Jack, but only if you deactivate her first.

MISSION OBJECTIVES

- *Convince Claptrap to help.*
- *Go to Thousand Cuts.*
- *Meet Claptrap.*
- *Deactivate barrier.*
- *Destroy bunker.*
- *Destroy auto cannon.*
- *Destroy 11 auto cannons.*
- *Destroy BNK-3R.*
- *Open security door.*
- *Steal Vault Key.*
- *Destroy three Eridium injectors.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
24	4 Eridium	9126	—

**Money and XP may vary based on player's level at start of mission.*

Thousand Cuts

Despite Roland's warnings, Claptrap is extremely eager to bring the fight to Handsome Jack. Claptrap is under the mistaken belief that Jack attacked Sanctuary in an attempt to get to him, and he couldn't be more excited to have you, his trusty minion, by his side when the bullets start flying.

Use the Fast Travel station to head to Thousand Cuts, and cross the first bridge on the left to Bloody Knuckle Point. Head south to No Man's Land, where Claptrap awaits. You may or may not encounter enemies here, depending on the optional missions you did earlier. Shoot any bandits you see in Slab Town, but just run past those you see in Bloody Knuckle Point, as the loaders that appear within moments are more than capable of distracting the Slabs.

> *"At one point, I decided the Hyperion side of the map needed to be visually imposing, even more dramatic than it already was. I wanted it to feel as though you were fighting on the side of a cliff with a sheer drop-off. So I actually took the Hyperion side and stretched everything vertically. I took the height of Jack's bunker and doubled it. Then went about stair-stepping the cliffs up to this height starting from down at the great Hyperion barrier. I also brought in the sides of the cliffs to be sheer drop-offs on all sides, even concave in some cases."*
>
> **– RYAN HEATON, LEVEL DESIGNER**

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Meet up with Claptrap near the scrap piece of metal he so boldly defaced. Graffiti! That'll show Jack who's boss! Claptrap, thanks to his upgrade, can pass through the defense field and deactivate it from the other side.

Don't go near that death wall: it vaporizes all organic matter on contact!

Hyperion Occupied Territory

It's all fun and games until you sneak into the Control Core Loading Dock! Hyperion's finest are out in full force to ensure that you don't make it any further than you already have. The fighting starts the moment Claptrap disables the death wall and all but requires you to have Corrosive weaponry on hand. It also pays to make frequent use of Corrosive or Explosive grenades or (if you have them) Singularity or Transfusion Slag grenades.

Unlike previous encounters with engineers and loaders, it's critical that you don't allow any of the enemies to get behind you. Similarly, you must not underestimate the Hyperion Soldiers that attack in this area, as they are quite agile and can deploy Hyperion Field Turrets in a flash. Target them at once!

Don't advance any farther than the large barricades here until the crane drops its container full of EXP Loaders.

Ever-increasing numbers of loaders attack as you advance up the road. Use hit-and-run tactics, stay in cover, and stick to the edge of the map to avoid being caught in the open. ION Loaders can be particularly annoying as they shield the enemies from your attacks. Try to splash them all with Corrosion damage as the ION Loader starts to spin-up the shield so that they at least continue taking damage inside the bubble while you deal with the others. Consider the ION Loaders' bubble shields as a brief time-out, and use the time to scrounge ammo and Insta-Health from the numerous yellow loot containers on either side of the road.

BEWARE THE CRANE DROP

The crane in the distance may seem like a benign piece of window dressing, but it's actually swinging a container full of EXP Loaders your way. Resist the tendency to advance up the road until the crane deploys its cargo and you have a chance to destroy the EXP Loaders without having them detonate behind you.

You've encountered plenty of Repair Surveyors, but this battle also features several JET Loaders. These flying foes transform from a normal bipedal robot into a jet airplane and arrive by air. Though they can be dangerous from above, they're typically too fast and too far away to be worth focusing on until they land.

Keep to the edge of the road and use your Action Skill to isolate enemies whenever possible.

Advance no farther than the stairs on the left-hand side of the road until you've defeated all visible enemies, including any Badass Loaders or WAR Loaders that attack. Ascend the stairs on the left and creep forward to draw the Constructor Bot out from behind the doors in the distance. Ignore its Constructor turret, and focus on sniping its critical spot over and over. Unload on it with grenades and sniper rifle or SMG fire directly into the eye to take it out before it can fire any rockets or nukes. Duck behind the wall on the left (or backpedal down the stairs) to take cover from the Constructor's attacks when necessary.

Use the stairs on the left for cover, and snipe the Constructor Bot in the eye repeatedly.

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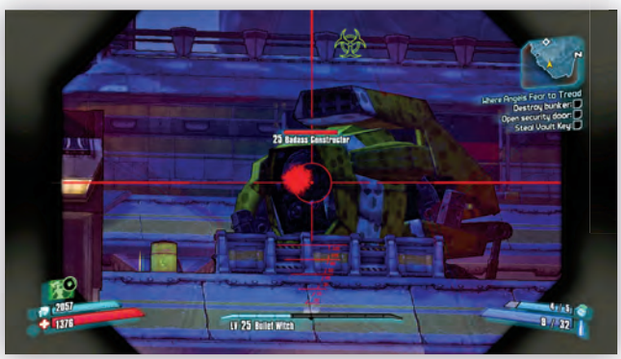
Incoming!

Heavy mortar fire is raining down on the road to the Control Core Supply Depot. You must avoid the red targeting circles, or you'll sustain heavy damage. Two loaders are set to attack from the right, but you can ignore them if you want, as it's far more important to get from the New-U station at the west end of the road to the one to the east.

Stay clear of the red targeting circles, or you'll risk being downed with nothing nearby to get a Second Wind.

Don't loot the containers on the left just yet! First, target the Hyperion turrets flanking the heavy doors to the Control Core Supply Dock. Destroy those turrets, and hold this position until you've destroyed the incoming War Loaders and Repair Surveyors. The containers in this area often conceal a Loot Wee Loader, so only open them while in battle with other enemies if absolutely necessary. Otherwise, it may not be worth the risk.

Stop at the opened gate, and use a sniper rifle to take out any Repair Surveyors hovering above the multi-level facility ahead. Numerous GUN Loaders and Hyperion Soldiers attack as soon as you advance past the gate. Hang back near the entrance, and snipe as many of the Hyperion Soldiers as you can before advancing. The ground level of the Control Core Supply Depot has several enemies, but the big threat appears as you approach the stairs on the right—a Badass Constructor is deployed on the third level and soon moves into position on the second floor. Keep your distance, and inflict as much damage as you can from ground level. Use your Action Skill, sniper rifle, and rocket launcher to weaken it from afar. Use the walls flanking the gate for cover when possible.



Draw the Badass Constructor into battle, then retreat beyond the gate for cover and snipe from afar.

Several WAR Loaders and a Badass Loader attack as you ascend the first flight of stairs. Take immediate cover under the awning directly below the Badass Constructor if you must, but know that it will begin to fire a nonstop stream of rockets and heat-seeking missiles that could be difficult to avoid as you exit the overhead cover. Some of those missiles may even curve around toward you. This battle can be quite challenging until you destroy that Badass Constructor, not only because of its numerous missiles and nuclear threat, but also because of the Hyperion Soldiers deploying turrets throughout the battlefield.

Endeavor to eliminate the Badass Constructor as soon as you can.

Gather up the goods and head to the middle floor where the Badass Constructor was. Raid the chests on the left, and sweep across the map to the right, where numerous other loaders and Hyperion Soldiers are set to attack. This is the last tough spot of the battle. Get through this, and it's clear sailing to The Bunker. Loot the chests on the right-hand side of the facility's upper level, and advance to The Bunker.

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> *"This fight is heavily based on our Encounter Technology, which manages multiple waves of enemies progressively coming at the player. Then I threw in some special spawns that happen here and there to change up the pacing, like the crane that drops the crate and a bunch of Exploders come running out. Another thing that we wanted was Brick's gyro copters attacking as you assault the first area. The gyros fly around attacking Hyperion forces, really adding to the ambient chaos and making it feel like the battle is larger. Another key to the intensity is changing the type of enemies the player faces, all the way up to the top when you have to fight the Badass Constructor. I gave the Constructor the high ground very deliberately so that players would have to really work to get to him and finally defeat him."*
>
> **RYAN HEATON, LEVEL DESIGNER**

The Bunker

You enter The Bunker on a rocky ledge below the outer ring of a space-age platform. Enjoy the calm, because it's not going to last. Follow the trail past the security door that you'll need to get through later, and continue up the ramp to the vending machines: buy all the ammo you can carry and see if either machine offers an upgrade over your currently equipped shield and grenade mod. Continue up the steps to the outer ring, and turn left.

Some of Brick's fellow Slabs have arrived in their trusty Buzzards to lend a hand, but they're getting shot down by an auto cannon. They need you to destroy it! The auto cannon is in the center of the main platform. Access it from the northern end, and open fire with your Corrosive weaponry. Destroying that lone auto cannon helps, but several more immediately deploy to take its place. The auto cannons appear two or three at a time, but they eventually total 11.

Follow the waypoints on the minimap or just roam the outer ring in search of the auto cannons. Numerous HOT, BUL, and GUN Loaders start attacking, but you need only focus on the auto cannons. Shoot any loaders that pose a direct threat or obstruct your progress, but don't go out of your way to attack them, as more will just take their place. Move between the outer ring and the central platform to avoid enemies, as well as the red lasers.

A greater threat than the numerous loaders are the deadly lasers that sweep across the ground. These lasers can drain your shield in a moment and leave you on your knees with nothing nearby to Second Wind off of if you're not careful. Fortunately, the blue barriers around the sides of the outer ring and central platform always turn red immediately before the lasers are about to appear. This is your cue to either leave the area or get to higher ground. Run and leap atop a stack of crates to escape the lasers, and don't hop down until the barrier railings turn from red to blue, indicating that the lasers are shutting down.

Some of the auto cannons appear on the north side of the central platform, which typically can't be seen from the outer ring, but most can be shot from the perimeter. There are typically fewer loaders on the outer ring and the narrowness of it essentially forces them to line up to fight you, which is always an advantage.

The auto cannons can deploy on any flat surface; some even protrude from the sides of the main platform.

Jump onto a stack of crates whenever the side rails turn red, as this is your cue that the lasers are about to sweep through the area.

It's generally safer to stick to the outer ring. You can shoot most of the auto cannons from there, regardless of their location.

ONE LAST SHOPPING TRIP

Don't destroy the final auto cannon right away! Head back to the vending machines (or scavenge some nearby containers) and make sure your ammo supplies are completely topped off. Only then should you knock out that final auto cannon.

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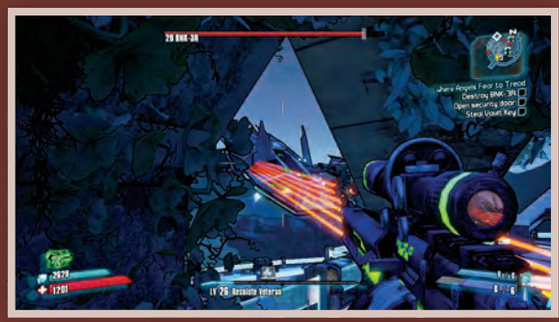
BNK-3R

BNK-3R Vitals

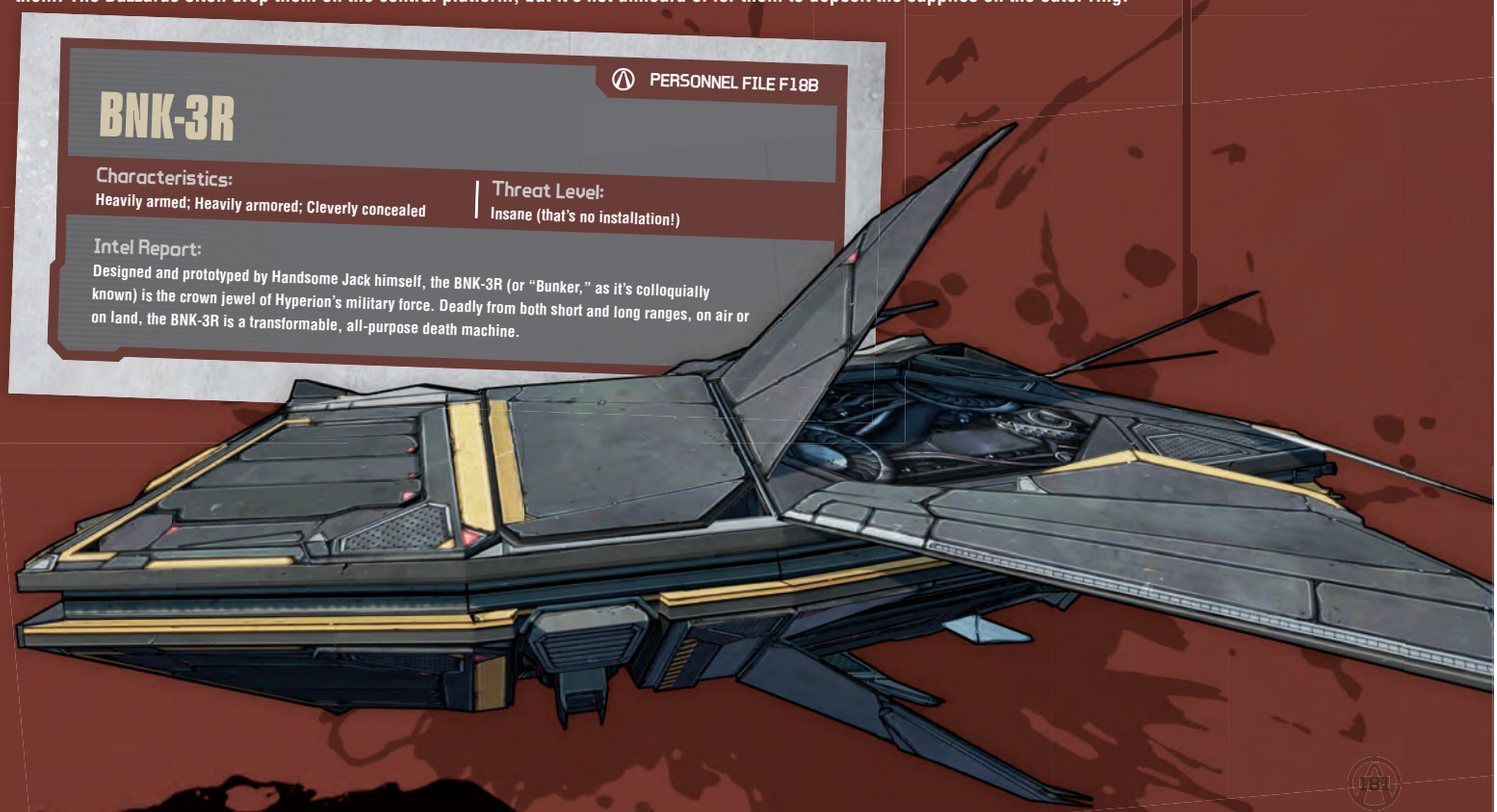
HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL AREAS	WEAKNESS/RESISTANCE
150	—	1	Super Badass	Eye sensor	—

The Crimson Raiders were wrong to think that The Bunker was just a place. The Bunker was actually BNK-3R, a massive flying ship outfitted with the most high-tech weaponry ever seen on Pandora. And it's coming for you! This battle can be quite long and tough, but there are no more lasers or auto cannons to contend with, only a smattering of loaders and the BNK-3R itself.

The good news about having to fight BNK-3R is that its sudden takeoff has opened up access to the upper waterfall area. Immediately head up the stairs on the south side of the central platform and use the ivy-covered buttresses for cover from BNK-3R's numerous attacks. Aim for the exposed flap just above BNK-3R's nose for Critical Hits, and be sure to use Corrosive weaponry. BNK-3R is not resistant to Fire, but Corrosive inflicts the most damage.



Stay in cover atop the stairs for as long as you can—occasional loaders spawn near the chest behind you, so watch the minimap—and continue to pepper the ship's critical weakness with sniper and assault rifle fire. The Slab Buzzards continue distracting both BNK-3R and many of the loaders, thus giving you the opportunity to focus almost entirely on inflicting maximum damage. The Buzzards also drop health and ammo throughout the area. Listen for their cues over the ECHO device, and pick up the supplies whenever you need them. The Buzzards often drop them on the central platform, but it's not unheard of for them to deposit the supplies on the outer ring.


PERSONNEL FILE F18B
BNK-3R
Characteristics:
Heavily armed; Heavily armored; Cleverly concealed
Threat Level:
Insane (that's no installation!)
Intel Report:
Designed and prototyped by Handsome Jack himself, the BNK-3R (or "Bunker," as it's colloquially known) is the crown jewel of Hyperion's military force. Deadly from both short and long ranges, on air or on land, the BNK-3R is a transformable, all-purpose death machine.

BNK-3R 00101010

BNK-3R attacks with mortars, spread-lasers, a number of auto turrets mounted on its underside, and a massive death ray that can down you in an instant. Unlike most major enemies, BNK-3R periodically leaves the immediate area and circles you for a few laps, leaving you no choice but to focus on avoiding the red targeting beacons that mark the incoming mortars. Use this time to collect ammo and Insta-Healths. Since non-Longbow grenades are all but useless against BNK-3R, go ahead and lob them at the loaders as you collect ammo. This is a time when it pays to have a grenade with a longer fuse: toss it if you get low on health so that it might net you a Second Wind if you get downed.

Remain atop the stairs near the waterfall and listen for Brick's tips about where the health and ammo drops are being performed and when BNK-3R is readying its guns. BNK-3R will fly around the map, then come to a stop on either the left or right-hand side and activate its auto cannons. The auto cannons primarily focus on the Slab Buzzards, but they do fire at you, too. Destroying the auto cannons does damage BNK-3R, but it also sends it flying off into the distance that much sooner. Provided you have enough ammo and health and don't need to buy yourself any time, try to avoid the auto cannons to prolong the time you have shooting BNK-3R in its weakest point.

Of all the attacks BNK-3R has, the one you really need to watch out for is the purple death ray. The attack comes from a raised weapon module that extends from the top of the ship and can deliver an instant down if you take a direct hit. Don't hesitate to run up the stairs and take cover behind the chest on the south side of the map whenever this weapon begins to charge. Watch the minimap to see where the boss is at, and use hit-and-run tactics during this death ray phase.

Finally, BNK-3R moves to the north side of the platform and makes one last attempt at keeping you from reaching Control Core Angel. Take cover behind the crates just left of center on the central platform, and continue to pepper BNK-3R with Corrosive weaponry while using your grenades and Action Skills to keep the loaders off your back. BNK-3R erupts in a shower of loot, Eridium, and money upon death. More importantly, now you can enter the bio-detection chamber and gain access to Control Core Angel.

BNK-3R BUSTER

CHALLENGE!

To complete this Challenge, you must manage to defeat BNK-3R without destroying any of its auto cannons. The auto cannons extend from beneath BNK-3R and are quite close to BNK-3R's weakpoint—the cockpit—making this a very difficult feat to accomplish. Exacerbating matters, you may need to destroy the auto cannons to send BNK-3R into a brief state of retreat. This could be a lifesaver when in need of ammo or health. As with most Challenges of this sort, using Axton's Sabre Turret is all but off-limits, and you must be very careful with Salvador's Gunzerking ability, as well.

Consider the following techniques for completing the "BNK-3R Buster" Challenge with each class:

Axton: BNK-3R's auto cannons aren't always in play, but they can emerge at any time, making it very risky to deploy the Sabre Turret. The one exception is if you use it behind cover so that it can only fire at loaders. Resist the urge to use rocket launchers, and focus exclusively on Critical Hits with a precision weapon.

Maya: BNK-3R is far too large to be Phaselocked, but the blast from Helios or other skill effects can certainly damage the auto cannons. Furthermore, it's extremely difficult to use Phaselock with the accuracy needed to avoid hitting the auto cannons. Try to Phaselock BNK-3R while it's flying around the platform during its mortar phase; otherwise, save it for the loaders.

Salvador: Whether or not it's safe to use his Gunzerking ability depends on the weapons you have chosen. Consider equipping a pair of Hyperion pistols, and fire at loaders (or empty space) until the targeting circles shrink to near-perfect accuracy. Only then should you really risk hip-firing at BNK-3R, especially while Gunzerking.

Zero: Deception can give your sniper attacks a tremendous boost against BNK-3R's Critical Hit area. Activate Deception, and wait until the final second to inflict maximum damage on the nose of the ship. You can also use Deception to safely avoid the loaders while scavenging for extra ammo and Insta-Healths.

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The hardest part of the BNK-3R fight was simply getting something so large to reliably fly around without getting stuck on any of the world geometry of the fight. Our flying code made a lot of assumptions about being in mostly empty space and was suited only for small things. Chris Guthery did a lot of new code and did some careful tuning with existing things to get it to feel right.

– JOSH JEFFCOAT, ENEMY DESIGNER

Take a moment to enter the underground hallway containing a rare chest on the south side of the map. This is also a good time to identify the Cult of the Vault symbol right nearby. To get to Control Core Angel, make your way to the east side of the outer ring and descend the stairs to the rocky path beneath the main platform. The entrance to Control Core Angel is on the north side of this path. Don't enter it just yet: first, hit up the vending machines just beyond this entrance on the western side near the New-U station.

Defeating BNK-3R gains you access to this secret room on the south side containing a rare chest.

Brick's support Buzzards were added long after work began on other elements in the fight. Paul and Anthony came to me and requested some friendly NPC interaction from Brick to help you in the fight, to help strengthen the story beats in this part of the game. After some brainstorming, the Buzzards seemed like a great fit. They fit into the combat surprisingly well (and allowed us to actually use more auto cannons and loaders to make the fight feel even larger), but their ammo drops are a hilariously dirty hack. Nowhere else in the game did we have a similar behavior from an enemy or NPC, so I had to get creative with our AI and level scripting tools. It's still a little rough around the edges if you look closely at it, but I'm glad I got it functioning because it's such an important part of the fight.

– JOSH JEFFCOAT, ENEMY DESIGNER

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Control Core Angel

Follow Angel's instructions to access the interior of Control Core Angel. After a brief introduction, you're told to destroy the three Eridium injectors located near the ceiling. Fire a few bullets at the nearest Eridium injector, but know that Handsome Jack is quick to activate their shields. So long as those shields are covering the injectors, you won't have any hope of cutting the flow of Eridium into the Vault Key.

Angel is going to try to think of a way to disable the shields on the injectors, but in the meantime, you're going to have to fend off an endless supply of loaders. Shockfield generators also rise up from the floor of the circular room and emit powerful electric currents that can quickly drain your shield and slow your movement if they're not destroyed. Target them at once so you needn't worry about them while you fight the Loaders.

You'll need to destroy the three Eridium injectors in order to stop the charging of the Vault Key.

Avoid the Shockfield generators to preserve your shields.

Move around the perimeter using Corrosive weapons and grenades to destroy the loaders as they spawn. A unique type of loader known as the Angelic Guard soon arrives on the scene, boasting a sweeping laser attack and lots of resiliency. Crouch to avoid their laser attacks and bombard them with Corrosive gunfire.

Angel can't do anything about the loaders, but she'll routinely restock the yellow supply containers near the center of the room. Listen for her alerts, and gather up the supplies from these containers whenever you're in need. Stay on the move, use what little cover there is, and don't be stingy about the firepower or grenades. Continue to hurl grenades at the loaders, especially as you start to lose health. Smart use of your Action Skill can tilt the odds in your favor: save it for when your shields are down and you're taking damage, especially if playing as Axton, Salvador, or Zero.

Roland soon arrives on the scene and helps disable the shields. Destroy the first Eridium injector as soon he gives you the signal.

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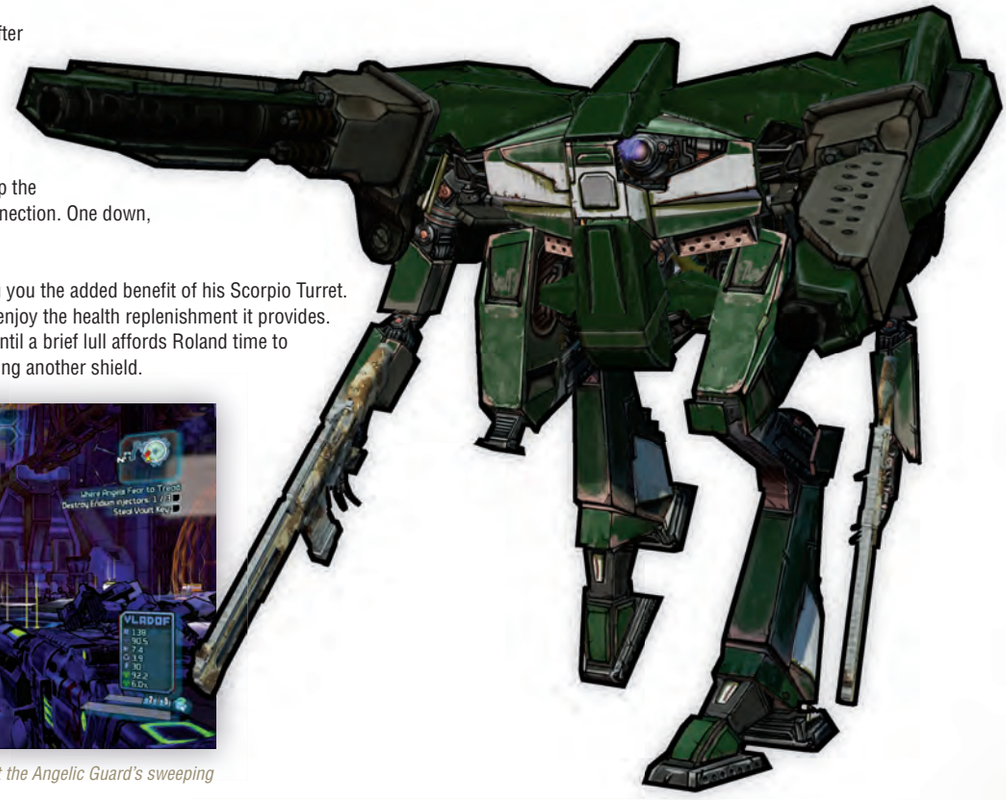
Several core defense turrets join the fray shortly after Roland makes his appearance. They're mounted high on the central core and attack with powerful lasers—they are a top-priority target you should shoot immediately. Keep the battle going until all that's left is a WAR Loader. Roland will likely disable one of the shields just as you're blowing up the WAR Loader. Shoot the injector to rupture the connection. One down, two to go!



Roland joins the fight for a few moments, granting you the added benefit of his Scorpio Turret. Take cover behind the Scorpio Turret's shield and enjoy the health replenishment it provides. The battle continues to rage on much like before until a brief lull affords Roland time to climb up to the second bridge and begin deactivating another shield.

Use the disabled shockfield generators for cover against the Angelic Guard's sweeping laser attacks.

Continue the fight and listen for Roland's signal to destroy the second Eridium injector (and avoid the Eridium that pours out, as it can Slag you). Unfortunately, the explosion knocks Roland to the ground while simultaneously destroying the bridge needed to reach the controls for the third injector. Fortunately, Lilith appears on the scene, much to Roland's initial dismay. Lilith joins the combat for a short while, offering significant assistance to you and Roland. She'll stick around to help you kill a WAR Loader, then phases herself and Roland up to the third injector's shield controls.

Multiple WAR Loaders and a Badass Loader attack in the final wave. Lilith rejoins the fight while Roland works on disabling the shield. Lilith moves about the room in flashes, using her Siren powers to strike and move in a flurry. Use the dimmed columns of the shockfield generators for cover, and hold nothing back. You've come too far to die now. Continue to raid the ammo containers that Angel keeps stocked, and soak anything that moves in Corrosive gunfire. Roland will have the third and final Eridium injector ready to be destroyed just as soon as you defeat the Badass Loader.

Heed Angel's warnings about the reappearing core defense turrets, and target them immediately!

AN ANGEL'S WISH

With Angel's guidance, you found a way to bypass the death wall, defeat the BNK-3R, and even speak in Jack's voice. And now, with a little help from your friends, you managed to stop Jack from using Angel to charge the Vault Key. Head back to Sanctuary to figure out your next move.

WHERE ANGELS FEAR TO TREAD: TO BE CONTINUED...

This mission is actually divided into two parts. The first part consists of everything up through what was just described. The rest is a surprise, aside from the hint that you'll wind up back in Sanctuary, in Marcus Munitions Storeroom. Help yourself to the weapons and money scattered throughout this otherwise inaccessible location, then make your way back to Mordecai at the Crimson Raiders HQ to complete the brief second portion of this mission. You'll receive a modest amount of cash and XP as a reward for reuniting with Mordecai.

ERIDIUM BLIGHT

This apocalyptic stretch of land was never all that pretty, but Hyperion's Eridium mining operations sure don't help matters. The Blight used to be a vast desert, dry and dangerous; now it's a scorched wasteland, burnt black by Eridium poisoning. Black smoke chokes the sky, while rivers of lava crisscross the landscape. The Blight would certainly have been left to the Bullymongs that still inhabit the scarred landscape if not for the many vital areas that spur from this location. Those looking to venture to Sawtooth Cauldron, Arid Nexus, or Hero's Pass will likely run afoul of the numerous bandits living in the northern hills. And those seeking to brave the fiery slopes of Mount Hellsfont will encounter even greater trials.

The Districts of Eridium Blight

LOCALE	LIMITED ACCESS?	FIRST VISIT
The Slag Scar	No	Free exploration.
Grandma's House	No	"To Grandmother's House We Go" optional mission.
Slagma Refinery	No	"A Real Boy: Face Time" optional mission.
Lover's Leap	No	"Kill Yourself" optional mission.
Mount Hellsfont	No	"A Real Boy: Clothes Make the Man" optional mission.
Slagma Vapor Extraction	No	"A Real Boy: Face Time" optional mission.
Infested Grotto	No	Free exploration.
Eridium Extraction Plant	No	"Customer Service" optional mission.
Bruisebouldder Quarry	No	"Customer Service" optional mission.
Human Dwelling Place	No	"A Real Boy: Clothes Makes the Man" optional mission.

Dangerous Beasts

ENEMY FAMILY
Bullymongs
Rakk
Marauders
Goliaths
Bruisers
Psychos
Loaders
Hyperion Soldiers
Auto Cannons

High Value Targets

ENEMY	FAMILY
King Mong	Bullymong
Donkey Mong	Bullymong

Cult of the Vault

1

The first Cult of the Vault symbol is on the side of a stacked Hyperion container in the Mount Hellsfont area. You'll undoubtedly spot it during any of multiple optional missions, especially if you are headed to Lover's Leap.

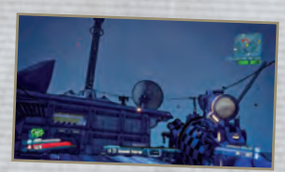
2

The gate to the Eridium Extraction Plant opens automatically as you approach. Fight across the facility yard to the back left corner to find this Cult of the Vault symbol.

3

Stop and identify this Cult of the Vault symbol on your way to Hero's Pass in the southwest corner of Eridium Blight. It's on the side of a large piece of machinery.

Can You Hear Me Now?



Unlock this Challenge by destroying all four of the large satellite communication dishes perched atop the buildings and towers in Eridium Blight. The four locations are marked on our map, but they're also relatively easy to find if you scan the horizon from atop higher ground. Fire a few rounds with a sniper rifle or assault rifle to take them out from afar. Two are north of The Slag Scar: one is atop Grandma's House, and another is at the Slagma Refinery. The other two are located on the southern half of the map. You'll find one in the Eridium Extraction Plant, and the other on the corner of the wall near the entrance to Hero's Pass.

Bring out the Big Guns

Scattered throughout the southern half of Eridium Blight are five Hyperion tower turrets. These auto cannons automatically fire at you whenever you run or drive by, and they are (in general terms) quite the pain. The five turret locations are marked on our map. Chances are, they'll announce their presence by shooting at you before you even spot them. To find them, head east from the Jack Bounty Statue to find the first near the gate on the right and another near the bridge. Continue east and drive down the hill toward Bruisebouldder Quarry to find a third on the wall to the left. The final two are located along the south edge of Eridium Blight, one near the bridge to Arid Nexus and another near a fort just west of the bridge.

Pipe Dreaming

Complete this Challenge by walking on the Eridium pipeline in a very specific place. Head east through The Slag Scar under the main bridge toward the fractured pipeline in the distance. Find a chest on a segment of the pipe to the right—reach that piece of the pipeline to complete the Challenge. You can do this one of two ways. One way is by using the geyser on the north side of the canyon to jump-boost your way onto the pipe. This isn't easily done, but it is possible. The other way is to use the dumpster near the building to gain access to the roof and make a couple of tricky jumps to reach the pipe. You'll have to flip the lid of the dumpster open in order to gain the height necessary to reach the rooftop.

'Twas Slag Killed the Beast

The hulking beast known as King Mong can be anywhere in Eridium Blight, but you'll know when you see him. He'll make sure of it! King Mong is a massive bullymong that doesn't hesitate to leap into action against you, even if you're in a vehicle. Though not particularly difficult to kill with some potent Fire weaponry and a grenade or two, you'll only unlock this Challenge if you kill King Mong while he's Slagged. Since it's very common for the Slag effect to wear off moments before you inflict the fatal bullet, it's best to soften him up a bit with your other weapons before Slagging him. Wait to hit him with your Slagged bullets until he's been reduced to half of his health, then switch to a Fire or Explosive weapon, and finish him off!

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Additional Challenges

Save the Turrets: Complete the fight at the gate before the Loaders destroy the tower turrets (see "The Talon of God" story mission for details).

Vault Hunter vs. the Volcano

The northeast corner of Eridium Blight is dominated by an ominous volcano that never ceases to spout with rivers of lava and blanket the region in a swath of ash. This is Mount Hellsfont. Those who manage to leap and balance their way up the zigzagging path as it crosses back and forth over the molten river of lava will find a chest and an increase to their Badass Rank. The trek to the summit is straightforward—there is but one way to go—but it surely tests your ability to stay cool under fire. Only those who time their jumps accurately and avoid any and all contact with the bubbling torrent of lava will survive the journey. And only those who manage to take with them a certain Relic from Claptrap's Place will discover the true secret of Mount Hellsfont.

Tie Clip

If you thought King Mong was tough, wait until you get a load of Donkey Mong. Similar in size to King Mong, you'll be able to tell Donkey Mong apart by the bandolier of wooden barrels he wears on his back. Rather than leap toward you in an effort to claw and scrape at close range, Donkey Mong prefers to keep his distance and chuck his barrels at you from afar. Not only is he deadly accurate, but his barrels pack quite the punch! Depending on your health and shield status, a single barrel can down you in an instant! Defeating this beast relies not just on killing him; you must also dodge-and-weave his barrel attack and get close enough to cut his necktie. Have your finger ready to hit the Action Button when you see the "Cut" prompt flash on the screen. Of course, cutting the tie isn't enough to complete this Challenge. You need to cut the tie *and* kill Donkey Mong without ever being hit by a barrel. That includes both before and after the tie has been cut. Good luck!

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ORE CHASM

The final Circle of Slaughter owned by Moxxi and operated by one of her protégés, the Ore Chasm was named by the "person" who runs it—a reprogrammed Hyperion Loader named InnuendoBot 5000. After a failed Hyperion assault on Sanctuary, Moxxi reprogrammed a loader to be as effective a tournament host as she is—which is to say, Moxxi programmed InnuendoBot 5000 to speak in nothing but horrifically obvious sexual innuendos. His endless double entendres are a teeth-grinding distraction to those pitted against the multitudes of Hyperion soldiers and combat 'bots mysteriously wrapped up into this challenge arena. Well, might as well grab a Corrosive gun and start thinning their ranks!"

Dangerous Beasts

ENEMY FAMILY
Loader Bots
Surveyors
Constructor Bots
Hyperion Soldiers
Engineers

High Value Targets

ENEMY	FAMILY
—	—

Cult of the Vault

This well-hidden Cult of the Vault symbol is located on the underside of the elevator that you ride down into the arena. Since the elevator automatically returns to the upper catwalk at the start of the battle, you'll have to identify this symbol before stepping into the circular ring that serves as the starting point for the battles. Crouch down and crawl beneath the elevator's platform to reach it.

Cult of the Vault

1

Make your way up the road in Main Street Reservoir to Cramfist's Foundry and continue west across the bridge to the small campsite in the distance. The Cult of the Vault symbol is inside the Hyperion container on the western edge of this rocky ledge.

2

This Cult of the Vault symbol is in the elevator shaft that leads from Smoking Guano Grotto up to The Buzzard Nest, just above the third beam from the bottom. It can only be reached after completing "Toil and Trouble." Return to The Buzzard Nest and ride the elevator down. Jump out of the elevator to land on the uppermost beam on the west side. You'll notice a very well-hidden treasure chest on the south side. Leap for the chest (or the beam below it), and then leap across to the northern beam farther down the elevator shaft to reach the Cult of the Vault symbol.

Race to the Top

Think you can get from Sawtooth Stilts to the top of The Buzzard Nest in under two minutes? Well, doing that means one of two things: either you're crazy, or you've already completed "Toil and Trouble" and have access to Mortar's elevator. Assuming you have already gained the freedom to use Mortar's elevator whenever you want (seriously, it's a requirement for completing this Challenge), go ahead and exit Sawtooth Cauldron to Eridium Blight to reset the clock, so to speak. Enter Sawtooth Cauldron and immediately run and leap off the cliff near the start toward the tunnel leading west from Sawtooth Stilts into Smoking Guano Grotto. Circle around the grotto in a clockwise direction up and over the stairs and walkways to loop to the elevator in the distance. Rush past Mortar if he respawned, and leap into the elevator and press the button to ride it to the top. Exit the elevator to complete the Challenge. You have two minutes, but provided you don't stop to do any unnecessary fighting, it should only take about 90 seconds.

Happy Camper

Hidden high on the hills overlooking Main Street Reservoir and Cramfist's Foundry is a small, isolated campsite belonging to a bandit named Avie. Avie must have used his gyro-coptering skills to access this special campsite, as there's no other way he could have reached it. That is, unless he leapt off the southwest corner of The Buzzard Nest and just so happened to land in this special site with a view. Of course, Avie probably wasn't blessed with an invulnerability to fall damage. You, however, do possess such a gift. Approach the gap in the railing in the aforementioned southwest corner of The Buzzard Nest (accessed at the end of "Toil and Trouble"), and make a running leap for the campsite you see way down below.

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Haiku Hitman

1 The first of the four ECHO Recorders is near the entrance to the area. Proceed along the main path—don't jump off the cliff to reach Sawtooth Stilts—and search the crates under the canopy on the right for the first ECHO Recorder.

2 Make your way to the Buzzard hangars in Cramfist's Foundry, and loop around the right-hand side of the building in the rear to the ladder. Climb the ladder to find this ECHO Recorder atop a barrel.

3 Approach Scalding Remnants via the small path connecting it from Sawtooth Stilts, and descend the path toward the water. This ECHO Recorder sits out in the open on a crate near the water's edge.

4 Don't leap off The Buzzard Nest without first snagging this ECHO Recorder. It's in a shadowy corner on the eastern side of the tower, right near an ice chest.

The Districts of Sawtooth Cauldron

LOCALE	LIMITED ACCESS?	FIRST VISIT
Sawtooth Stilts	No	"Toil and Trouble" story mission.
Smoking Guano Grotto	No	"Toil and Trouble" story mission.
Cramfist's Foundry	No	"Toil and Trouble" story mission.
Main Street Reservoir	No	"Toil and Trouble" story mission.
The Buzzard Nest	Yes	"Toil and Trouble" story mission.
Scalding Remnants	No	"Capture the Flags" optional mission.
Avie's Camp	Yes	Free exploration, but must complete "Toil and Trouble" story mission.

Dangerous Beasts

ENEMY FAMILY
Threshers
Marauders
Psychos
Goliaths
Bruisers
Nomads
Buzzards

High Value Targets

ENEMY	FAMILY
Mortar	Rat

SAWTOOTH CAULDRON

The bandit clan known as the Sawteeth are known for feuding with Brick's Slabs and selling out potential Vault Hunters to Hyperion. Boasting a surprisingly large roster sheet of bandits, the Sawteeth have managed to essentially take over the sprawling mountainside region now known as Sawtooth Cauldron. Specializing in demolitions and Buzzard assaults, the Sawteeth couldn't have picked a nicer spot for their headquarters: the entire area is a big crater filled with Threshers and magma, with only a few pockets of drinkable water sprinkled throughout. Sane people wouldn't make a base of operations here. Needless to say, Mortar and his Sawteeth bandits are not sane.

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TOIL AND TROUBLE

FIND OUT WHERE THE WARRIOR IS BURIED.

MISSION BRIEFING

Mordecai has determined that if you can find where the Warrior is buried, you can find Jack. The Hyperion Info Stockade has the info you need.

MISSION OBJECTIVES

- *Head to Arid Nexus.*
- *Find Sawtooth Cauldron.*
- *Enter Smoking Guano Grotto.*
- *Ascend Inferno Tower.*
- *Kill four Ambush Commanders.*
- *Enter Main Street Reservoir.*
- *Enter Cramfist's Foundry.*
- *Find Buzzard hangars.*
- *Open Buzzard hangar.*
- *Destroy Boombringer.*
- *Ascend Inferno Tower.*
- *Destroy five Buzzards.*
- *Steal four Odomo Crates.*

STORY MISSION REWARDS

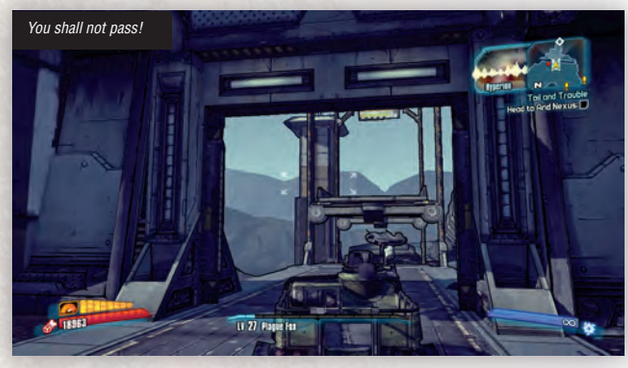
LEVEL	MONEY	XP	GEAR
25	4 Eridium ($785 with Bonus)	8574	—

**Money and XP may vary based on player's level at start of mission.*

Eridium Blight

The Crimson Raiders suffered a tremendous setback, but the fight for the Vault—and for Pandora—must not be abandoned! Fast Travel to The Dust and snag a vehicle from the Catch-a-Ride at Ellie's Garage. Head west along the northern edge of The Dust until you see a narrow canyon leading off to the northwest. Follow this gully to the entrance to Eridium Blight.

Arid Nexus lies in the southeastern corner of the map. The most direct way there is to follow the main highway. Make the right just beyond the Jack Statue and Catch-a-Ride, and approach the gate, which opens automatically as you get close. Follow this road all the way through the southern half of the map down the mountain toward the southeastern corner of the region. Unfortunately, you'll be detected as intruders, and the drawbridge will rise to keep you from driving onward to Arid Nexus. Lucky for you, Brick has a plan! He wants you to steal some explosives for his Slab buddies so they can blow the hoists off the drawbridge and lower the road into position.



You shall not pass!

Optional Missions Available

The scene at Control Core Angel essentially serves as the end of the game's second act, thereby making this a great time to take a break and tackle some of the numerous optional missions that are available. "Bearer of Bad News" and "BFFs" take place in Sanctuary and can be done quite quickly, and for good rewards. Since very little of any story missions take place in Eridium Blight, it's worth tackling "Customer Service," "To Grandmother's House We Go," and the "A Real Boy" series of missions to get to know that area. Of course, it would be a crime not to accept "Kill Yourself," as well—the fastest 12 Eridium you'll ever earn! Many of the other missions now available take place at Sawtooth Cauldron and are certainly worth tackling. But if you were to only choose one, make it "The Lost Treasure." This mission leads you from Sawtooth Cauldron to Caustic Caverns, where you stand to gain one of the most useful pistols in the game, especially for dealing with the many Buzzards in "Toil and Trouble."

- *Bearer of Bad News*
- *BFFs*
- *Demon Hunter*
- *Customer Service*
- *To Grandmother's House We Go*
- *Kill Yourself*
- *A Real Boy*
- *Hyperion Slaughter*
- *Monster Mash*
- *The Chosen One*
- *The Lost Treasure*
- *The Great Escape*
- *Capture the Flags*

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The explosives Brick wants you to secure are located in Sawtooth Cauldron, home turf of the Slabs' rival gang, the Sawteeth. To get to Sawtooth Cauldron, turn around and follow the road back up the hill to the gate you drove through moments ago. Turn right and continue along the main road to the bridge, then cross it and continue straight onto the dirt trail to the left of the lava. Head up the hill toward the exposed break in the overhead pipe, and turn east as you pass underneath it. If you reach the Catch-a-Ride, you went too far. The entrance to Sawtooth Cauldron is beneath this pipe.

Cross the bridge and continue off-road to the north to find the entrance to Sawtooth Cauldron.

WELCOME TO THE BLIGHT

Eridium Blight is a very expansive area filled with numerous Challenges, multiple optional missions, and more than its fair share of secrets. There's also more than one way to reach the bridge to Arid Nexus (see map). This is a fine time to explore on your own if you're so inclined. You can pick back up with the walkthrough at the entrance to Sawtooth Cauldron after you've made your way to the bridge in the southeast corner of Eridium Blight.

Sawtooth Cauldron

Geographically speaking, the explosives Brick needs you to get aren't that far from the exit to Eridium Blight. However, reaching them is another thing altogether, being that they're high atop The Buzzard Nest. To get there, you must traverse Smoking Guano Grotto and gain access to the elevator deep inside the mountain.

The first step is to get to Smoking Guano Grotto. The entrance from Eridium Blight has put you on a narrow ledge directly south of the Sawtooth Stilts district, just east—and 200 or so feet above—the entrance to Smoking Guano Grotto. Though you can fight your way past two dozen bandits and descend the gently sloping trail as it curls its way around the side of the cliffs in a clockwise direction, this is entirely unnecessary. It's far faster—and easier—to simply jump off the cliff straight ahead and land right near the entrance to Smoking Guano Grotto. Geronimo!

There's no reason to fight your way down the curving path when you can just make a running leap!

For the quickest way down, walk to the left of the vending machines and approach the cliff. Continue along the rocky ledge to the left and spot the tusks sticking out of the rocks down below near the boardwalk. This is your target! Take a flying leap to the mouth of the cave, and run inside (there is plenty of opportunity to explore the Sawtooth Stilts area later if you so desire).

Molten Mountain Elevator

Equip your best Slag and Fire weapons, and enter the cave quickly to escape any gunfire emanating from the exterior area. Immediately set to making your way around the cave in a clockwise direction. Numerous goliaths and marauders attack near the base of the stairs on the left—continue past the multiple flights of stairs that lead up to Main Street Reservoir, and proceed west toward the rear of the grotto. Follow the main path as it loops to the right, and note the large arrow with the white light bulbs on it. That's the elevator you need to ride up to The Buzzard Nest.

Avoid shooting the helmets off Goliaths in tight spaces with few other enemies: Slag-and-bag 'em instead!

AMMO UP

Stock up on ammo at the Ammo Dump vending machine before you press the button for the elevator. Stopping to resupply from vending machines should be second nature by now, but just in case you didn't realize it (or are slow on the uptake), now would be a really good time to make sure you have plenty of bullets for your guns.

Mortar, the leader of the Sawteeth, isn't about to ride the elevator down just to meet with some lowly Slab like yourself. Instead, he's sending four Ambush Commanders out to attack. Ambush Commanders are essentially nomads with heavy spiked shields and pistols or SMGs. They'd be tough enough to kill if they were alone, but they're being accompanied by numerous psychos, marauders, and midgets. Making matters more difficult, the Ambush Commanders each emerge from a different nearby shack, effectively surrounding you from the onset of the battle.

Quickly back away from the elevator and retreat to the left in the direction you came from. This gives you some room to maneuver, making it possible to circle-strafe around the large green Hyperion container for cover. This position makes it much easier to keep the enemies in front of you at all times and avoid being caught in crossfire. Use your Action Skill whenever your shields are down, and stay on the move at all times. The Ambush Commanders aren't too much of a threat if you keep your distance, but the Suicide Psychos can be really troublesome.

HOW LOW CAN YOU GO?

For treasure, that is! Make your way around the side of the elevator toward the chair near the ledge, and make a running leap for the platform hanging below. This lands you near a rare weapon chest. You can either climb back up via the nearby ladder, or continue across the magma chamber to the distant ledge where you can find additional containers. There's a ladder on the far side of the chasm leading right back to the area you're heading to next.

Brick isn't terribly surprised that Mortar isn't going to ride the elevator down and has a backup plan for just such a situation. He wants you to head over to Cramfist's Foundry and destroy Mortar's prized Buzzard, Boombringer. By doing that, Mortar just might get angry enough to ride the elevator down to fight you.

Nothing beats a Torque for punching straight through the Ambush Commander's shield with some Explosive rounds!

Bringer of Booms

Boombringer is located at the Buzzard facility in Cramfist's Foundry, just beyond Main Street Reservoir. To reach it, you must circle back in a counter-clockwise direction to the flights of stairs you passed earlier (the other connection with Cramfist's Foundry is unidirectional and cannot be traveled in the direction needed). Ascend the multiple flights of stairs to get to Main Street Reservoir.

Main Street Reservoir is comprised of two distinct areas. There's the actual main street section that features a narrow path leading up the hill between rows of affordable bandit housing. Then there's the large reservoir and hillside to the west of it. The watery area and grassy hillside at the base of the sloping road are inundated with threshers. And not just any threshers, either! There's the chance that you may encounter a Badass Pyre Thresher, which is one of the deadliest non-boss enemies on Pandora. For this reason, you should avoid wading out into the shallow waters of the reservoir. It's actually worth sticking close to the rocks on the left and giving the entire area a wide berth as you loop around to the residential section—far better to take your chances against Caustic Goliaths than a Badass Pyre Thresher.

The charge up the road in Main Street Reservoir is an epic battle filled with dozens of enemies, including all manner of nomads, goliaths, marauders, and psychos. Depending on how direct you want to be, it's worth knocking the helmet off one or two goliaths and then ducking for cover behind the houses on either side. Utilize advance-and-retreat tactics to keep the enemies in front of you. It doesn't matter how many adversaries you're fighting if you can keep them all in front of you! Consider using the metal catwalk on the right-hand side of the road behind the houses to sneak past some of the battle or to move into a flanking position.

Skirt the watery area quickly to avoid the threshers. With any luck, you can lure the bandits into fighting them!

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Stick to the sides of the road, and Slag as many of the tougher foes as you can before switching to Fire or Explosive weapons.

Take your time during this battle and give the Caustic Goliaths a wide berth, as they can chew you up with their toxic bile. Continue making frequent use of your grenades and Fire weapons, and keep your eyes open for any Shock Nomads, as they can drop your shield in a moment. Their backpacks can't be punctured like that of the Pyre Nomad's, so you'll have to opt for brute force when dealing with them.

Give the Shock Nomads a wide berth, unless you actually like playing without shields.

Continue up the road as it leads from Main Street Reservoir into Cramfist's Foundry. The fighting only intensifies in this area as Buzzards join the fray. Seek out overhead cover to shield yourself from the Buzzard's rockets while you tend to any remaining ground-based threats.

Enter Cramfist's Foundry area very slowly and spot the red lasers coming from the left. The twin gun turrets guard the entrance to the Buzzard hangars where Boombringer is kept. Ignore the enemies on the ground directly ahead of you, and instead, equip your most potent sniper rifle and take out the two turrets before they can start firing on you. Now, eliminate the smattering of foes patrolling the yard in front of the stairs. The stairs to the south lead up to the Buzzard hangars whereas those to the north descend to the Scalding Remnants area, an area that need only be visited for collectibles and optional missions.

Follow the red lasers to the gun turrets as soon as you enter Cramfist's Foundry.

HOMING DAHLIMINATOR

You're going to encounter a large number of Buzzards for the remainder of this mission, so it's worth completing "The Lost Treasure" optional mission, which rewards you with a pistol that fires homing Corrosive bullets. This gun, the Dahliminator, is a purpose-built Buzzard killer and can make the remainder of this mission much, much easier.

Ascend the stairs to the Buzzard hangars, and quickly lob some grenades and put your Action Skill to use in killing the nearby goliaths and nomads. Duck into cover beneath the roof nearest the stairs on the northeast side of the platform, and take out the two Buzzards flying overhead. Buzzards can be taken out with a fast-firing Torgue assault rifle or with a strong burst-fire Dahl sniper rifle. Maya's Phaselock and Axton's Sabre Turret also help nicely.

The Corrosive Dahliminator pistol is a certifiable Buzzard killer—complete "The Lost Treasure" to obtain it!

Additional Buzzards soon follow, but you'll have a brief gap in the action when you can advance across the platform and draw fire from the next gun turrets. Take cover behind the green container and step out from the left, then the right to take out the upper gun turrets. Push back the ground troops that attack, and (depending on how much fire you're taking from the Buzzards) either advance toward the hangar control panel straight ahead or duck back into the previous shed for cover from the Buzzards.

Pull the lever on the control panel to raise Boombringer up from the hangar below. This is Mortar's prized Buzzard. It's standing idle with nobody around to man the guns, so enjoy this chance to open fire on such an apparatus without recourse.

Pull this lever to raise the Boombringer into view.

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LIKE THE BADASS YOU ARE

Brick has a great idea: why not turn your back to Boombringer and slowly walk away without even looking at the explosion you've caused? You won't earn any extra money for completing this bonus objective, but you will get to hear Mortar try his best to not sound scared to death by your voluminous bad-assery.

SHOOTIN' AND LOOTIN'

This is a great time to explore the Buzzard hangars and rest of Cramfist's Foundry, as none of the optional missions leads you back to this area of Sawtooth Cauldron. Start by circling around to the northwest side of the Buzzard hangars, where you can climb a ladder to the upper level and run and jump your way across the gap to the south toward the port-a-potty. From there, leap from the railing down to the lower fenced enclosure, and locate the fuse box. Shoot the fuse box to kill the power to the electric barrier atop the ladder in the southwest corner of the area. Head there at once to raid the massive trunk of money and weapons.

To the Nest!

With Boombringer destroyed, it's high time you ascend Inferno Tower and—if you want—kill Mortar. Descend the stairs to Cramfist's Foundry, and continue straight ahead to find a garbage chute leading down into Smoking Guano Grotto. Ride the conveyor belt down into the cave below, and return to the elevator location on the north side.

Turn left to approach the elevator, but note that Mortar has already ridden it down and is set to attack. Be careful! Mortar, a rat, is armed with a shotgun and supply of grenades and immediately sets to launching a barrage of highly explosive grenades at you. Stay on the move and circle around his attempts at grenading you, then set him ablaze with Fire weapons while also putting your Action Skill to use. Mortar may carry a big gun, but it often takes him several seconds to reload. You needn't kill him; you could just jump into the elevator and ride it up, but Mortar has a chance to drop a legendary weapon (and killing him earns you bonus money). Use the container west of the elevator for cover from his grenades, and finish him off!

Circle-strafe around Mortar to avoid his grenades, and open fire with elemental attacks.

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Mortar is certainly worthy of an Action Skill. He's an optional objective, but he gives a ton of XP!

LONG WAY DOWN

Although it requires a lengthier roundabout jaunt back to the Fast Travel station, you can find Avie's Camp by jumping off the southwest corner of The Buzzard Nest, between the beam and the cooler, and earn a higher Badass Rank in the process. Make a running leap and aim for the very tiny campsite atop the mountain below to complete the Challenge and find a very hard-to-reach weapons chest.

Exit the elevator atop The Buzzard Nest, and quickly lob a grenade at the nomad and any other enemies you see nearby. Five Buzzards immediately take flight: you must clear the skies so Brick's buddies can swoop in and steal the explosives.

Use the elevator shack for cover, and take out the Buzzards just as you had done near Cramfist's Foundry. Use an assault rifle or sniper rifle, preferably with Corrosive or Explosive rounds. Maya's Phaselock and Axton's Sabre Turret are just as effective here as they were below. And Zero's Deception skill can certainly be used to increase the firepower of a single bullet—aim for the pilot or the engines!

Seek overhead cover when fighting the Buzzards, especially if you don't have a homing weapon like the Dahliminator handy.

With the five Buzzards defeated, it's time to mark the crates with beacons so the Slabs know which ones to grab. There are two on the western platform, one on the south, and one on the east. Mark the five of them to effectively finish your work here.

The fastest way back to Eridium Blight is by leaping from the east side of The Buzzard Nest. Aim your jump just right, and you can even land directly on the path that leads right to the Fast Travel station. Use it to travel back to the Catch-a-Ride station in Eridium Blight. Once there, get a vehicle and drive back along the highway to the southeastern corner of the area just in time to see the Slabs use their explosives to drop the drawbridge. Drive across the bridge to Arid Nexus Boneyard. Exit the car, and approach the holographic intercom to turn in the mission to Mordecai.

Leap from the eastern edge of The Buzzard Nest, and sprint up the path to the Fast Travel station.

BOMBS AWAY

The Hyperion Corp. may have raised the bridge to keep you from reaching Arid Nexus Boneyard, but it only took a little grand theft explosive to remedy that situation. Thanks to Brick and his high-flying Slabs, you're one step closer to discovering the location of the Vault.

ARID NEXUS BONEYARD

Welcome to the Boneyard, a sandy desolate plain all but featureless if not for the Eridium pipeline that crosses it. Other than the three pumping stations scattered to the corners of the area, all feeding a regulator station to the north, the only other structure holding much interest is a radio station dedicated to the spreading of lies and mongering of fear. Visitors to this land are extremely rare, so this may be the place where Hyperion's defenses are thinnest. That is, unless you brazenly signal for reinforcements on their behalf.

The Districts of Arid Nexus Boneyard

LOCALE	LIMITED ACCESS?	FIRST VISIT
Hyperion Truth Network	No	"This Just In" optional mission.
Loader Maintenance Depot	No	Free exploration.
Eridium Pump Station 1	No	"Data Mining" story mission.
Eridium Pump Station 2	No	"Data Mining" story mission.
Eridium Pump Station 3	No	"Data Mining" story mission.
Transmix Regulator Station	No	"Data Mining" story mission.

Dangerous Beasts

ENEMY FAMILY
Skags
Rakk
Loaders
Engineers
Constructors
Hyperion Soldiers

High Value Targets

ENEMY	FAMILY
DJ Hunter Hellquist	Engineer

Cult of the Vault

1

Drive due south from the entrance to this region toward the very edge of the map, where laser-sighted gun turrets threaten you to back up. Round the corner of this structure to the right to spot the Cult of the Vault symbol.

2

Run up the ramp on the eastern side of the pipeline near the Loader Maintenance Depot, and head north along the pipeline to the next structure. The Cult of the Vault symbol is on the wall, above the pipeline to the north. While you're up here, head the other way to access a weapon chest.

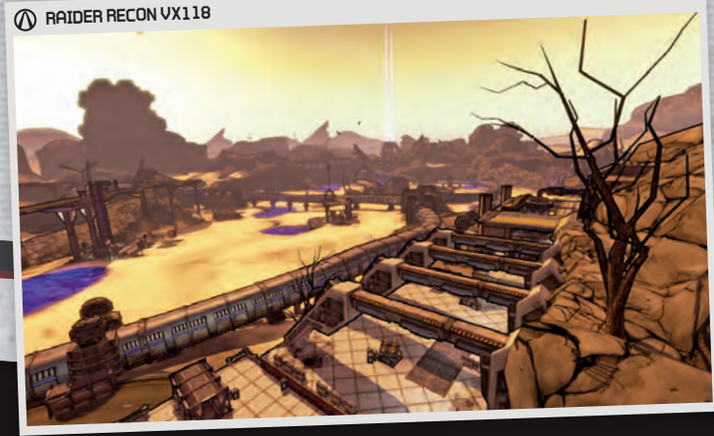
Under Pressure

Drive north across the Arid Nexus Boneyard toward the Transmix Regulator Station, and veer slightly west toward the Catch-a-Ride station nearby. Assuming you have plenty of ammo and a quiver of Corrosive weapons, exit the vehicle and press the button under the "Respect Authority" sign showing a loader and a bullhorn. Pressing this button summons a Badass Constructor at extremely close range, along with EXP, JET, and RPG Loaders. Immediately put some distance between yourself and the Badass Constructor, and take cover. ION and Super Badass Loaders serve as the second wave and attack as soon as the Badass Constructor is destroyed. Do not take this battle lightly, as it is undoubtedly one of the most difficult skirmishes you've faced to this point outside of the "Hyperion Slaughter" arena battles.

Additional Challenges

Dead Air: Kill DJ Hunter Hellquist while his portable radio is switched off (see "This Just In" optional mission for details).

RAIDER RECON VX118



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RAIDER RECON SE715

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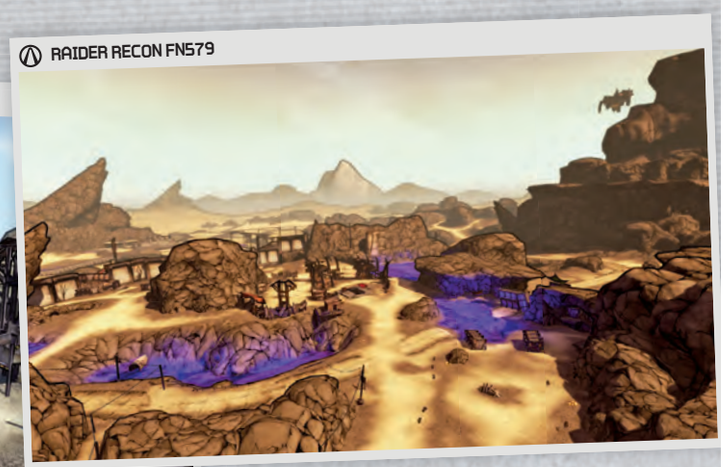

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The Districts of Arid Nexus Badlands

LOCALE	LIMITED ACCESS?	FIRST VISIT
Fyrestone	No	"Talon of God" story mission.
Hyperion Info Stockade	Yes	"Talon of God" story mission.
T.K. Baha's House	No	"Uncle Teddy" optional mission.

Dangerous Beasts

ENEMY FAMILY
Skags
Loaders
Constructors
Engineers
Hyperion Soldiers

High Value Targets

ENEMY	FAMILY
Saturn	Loader

Hey! Over Here!

Can you find the hidden, defunct Claptrap in Fyrestone? It's on the rocks above the two hand-painted arrow signs near the multi-colored flags. Leap onto the metal debris to the right, then make a running jump for the rocks above the arrows. Scramble up the rocks to find a weapons chest and this missing Claptrap. If he were alive, he'd probably tell you that there are missions available at the Fyrestone Bounty Board. Which there are. Really. You ought to check them out.

Boned

Bone Head 2.0 is a unique JNK Loader that lurks amongst the Slag ponds on the north side of Fyrestone. Though he has greater health than a typical JNK Loader, there's not much that's particularly intimidating about him. Well, aside from the skag skull he wears for a head. Open fire on him with Corrosive weapons for a quick kill and a chance at a unique weapon, and to unlock this Challenge.

The Beginning of the End

1 Grab this ECHO Recorder on your way to the lift leading up the highway. It's in the dumpster beside the old Fyrestone motel and bus stop.

2 Shoot the electrical fuse box to kill the electric barrier to the building in town, and head inside to find this ECHO Recorder on a shelf in the back.

3 Make your way up onto the rooftop of the larger structure in Fyrestone to find this ECHO Recorder. You can also reach it by leaping down from atop the highway.

4 This ECHO Recorder is atop a barrel near a Slag pond northeast of T.K. Baha's House. It's quite close to the entrance to Arid Nexus Boneyard.

5 The final ECHO Recorder is in a shack out behind T.K. Baha's House. It's on the southwestern edge of the map, not far from the wall.

ARID NEXUS BADLANDS

The former home of Pandora's most well-known bus stop, the Arid Nexus and its surrounding desert have become one of the most impenetrable Hyperion strongholds on the planet, the Hyperion Info Stockade. This is where Jack keeps his most prized information, including the current whereabouts of the Warrior. If we are going to have any hope at destroying Handsome Jack, taking the Arid Nexus is an absolute must. Unfortunately for us, the land is absolutely filthy with Skags and JNK Loaders. To make matters worse, we're hearing unconfirmed reports of a new Hyperion experimental weapon—a WAR Loader of stupidly absurd proportions—that Jack's got defending the entrance to his Info Stockade.

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DATA MINING

SPEAK TO MORDECAI ABOUT INFILTRATING THE HYPERION INFO STOCKADE.

MISSION BRIEFING

The Hyperion Info Stockade contains all the information regarding Lilith and the Warrior's whereabouts. Mordecai has asked you to infiltrate the Stockade through an Eridium pipeline.

MISSION OBJECTIVES

- *Head to the main pipeline.*
- *Reach Hyperion Info Stockade.*
- *Go to pumping station.*
- *Overload Pump Station 1.*
- *Find second pump station.*
- *Overload Pump Station 2.*
- *Find third pump station.*
- *Overload Pump Station 3.*
- *Hit pipeline with vehicle.*
- *Use Info Stockade elevator.*
- *Enter Hyperion Info Stockade.*
- *Find data access terminal.*
- *Download Warrior location.*
- *Take map data.*

STORY MISSION REWARDS

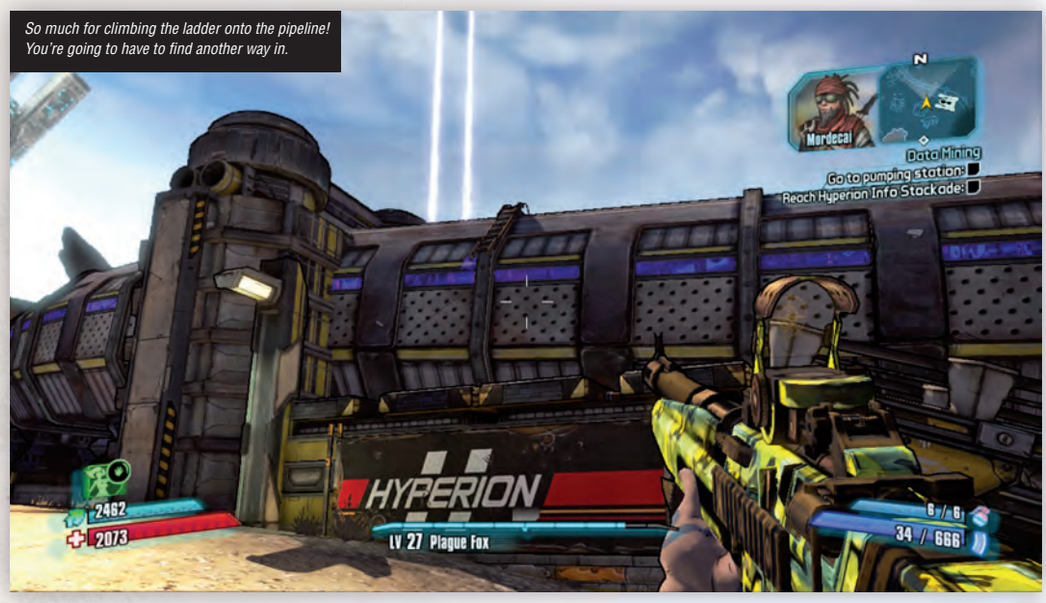
LEVEL	MONEY	XP	GEAR
28	$214	10474	Relic (White) or Relic (White)

**Money and XP may vary based on player's level at start of mission.*

You've made it across the bridge from Eridium Blight; now it's time to make a push for the Hyperion Info Stockade over in neighboring Arid Nexus Badlands. Deploy a vehicle from the Catch-a-Ride, and drive due north to the main pipeline—Mordecai figures you could use the ladder to climb onto it and use it as a bridge to the Badlands. Unfortunately, another drilling-induced tremor suddenly breaks the ladder loose just as you're about to climb up. Figures. On the bright side, there appears to be a slight crack in the pipeline, and Mordecai thinks you can use this to your advantage. If you increase the pressure on the pipe, you just might be able to blow your way into the pipeline.

Turn the vehicle around and head south toward Pump Station 1, as indicated by the waypoint on your minimap. Turn east at the Hyperion Truth Network and drive under the multi-colored flags draped along the pipeline. These flags are your cue that you're approaching from the right direction.

So much for climbing the ladder onto the pipeline! You're going to have to find another way in.



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Pump It Up

Park the vehicle, and reach for your Shock and Corrosive weaponry. The pumping station is guarded by a combination of Hyperion Infiltrators—which attack with cloaking devices much like stalkers—and RPG Loaders, among others. Target the Hyperion Infiltrators with your Shock weaponry to disable the cloaking apparatus of the Infiltrators, then set to targeting the others with Corrosive attacks. Enter Eridium Pump Station 1, and turn the two valves to increase the pressure on the pipe. Explore the elevated area to the south of the valves to find extra loot and to eliminate any additional Hyperion enemies in the area—it's worth trying to harvest as much XP as possible at this point.

Destroy the Hyperion forces first, then turn the two valves to increase the pressure on the pipeline.

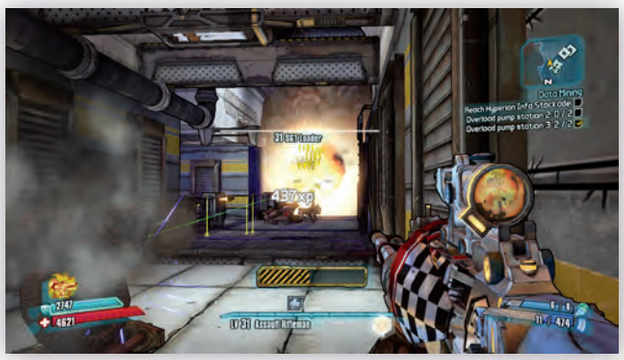
Turning the valves at the first pump station definitely helped to raise the pressure on the pipeline; now you need to do the same at Eridium Pump Stations 2 and 3. Head to Pump Station 3 first, as overloading Pump Station 2 requires a bit more effort. Drive west across the map and enter on foot. Don't go for the valves right away, and don't make a move for the chest on the left, either! First, get to the north side of the room and brace yourself for an army of Hyperion Soldiers, RPG Loaders, and Repair Surveyors. This fight can get pretty intense, so have some grenades on hand—preferably Shock, Explosive, or Corrosive. The Hyperion Soldiers almost universally have shields, so be patient. Take out the Repair Surveyors as the opportunity arises, but keep on the lookout for RPG Loaders. Silence the room before turning your attention to the two valves controlling the pumps. Loot the numerous containers and chests to replenish your ammo reserves before heading east to the other pump station.

Phaselocking a Hyperion Soldier is one way to make sure he doesn't cloak and sneak away.

SOLDIERS OF JACK'S FORTUNE

Hyperion Soldiers are just one of several types of high-tech special forces types that Jack has on the company payroll. Each type of Hyperion Soldier is a skilled weapons expert that is both agile and quick to take cover. Hyperion Infiltrators can utilize cloaking abilities and deploy field turrets while sticking primarily to assault rifles and SMGs. Hyperion Hawks are the heavy weapons experts of the crew and are deadly with a rocket launcher. Lastly, the Hyperion Snipers are the patient, long-range killers of the group. Hyperion Snipers are experts at using cover to avoid detection as they wait to take their perfect shot! All Hyperion Soldiers should be struck first with Shock weapons to deplete their shields. Then, switch to Fire or Corrosive weaponry to finish them off.

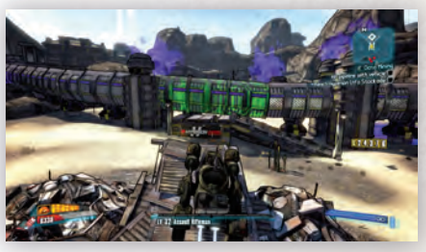
Eridium Pump Station 2 is located in the northeast corner of Arid Nexus Boneyard, but the station's inner workings are all underground. Ride the elevator down to the underground station, and start down the curved hallway. This leads to the valves, along with a large number of loaders. Use your Action Skill and any grenades you have in this hallway to eliminate the enemies before advancing past the corner. Kill the first two waves, then advance to the stairs on the right and draw out the next couple of foes. Try to toss Corrosive grenades at the feet of the ION Loaders just as they start raising their bubble shields. Time it correctly, and you'll trap them inside the bubble with the grenade.



Remain safely in the corridor nearest the elevator and let the shotgun-wielding SGT Loaders funnel toward you for maximum results!

Turn the valves, and return the way you came. Get in your car and drive back to the pipeline to the north. Line the vehicle up with the makeshift ramp in front of the pipeline, hit the turbo, and launch the vehicle right into the pipe to break it. Enter the pipe on foot, and head left to the ladder leading up to the top of the Transmix Regulator Station.

A small contingent of Hyperion forces guards the upper level, but not enough to stop you from reaching the Arid Nexus Badlands. Fight your way to the eastern side of this upper level, and continue to Arid Nexus Badlands.



Hit the turbo boost and let it fly right into the section of pipe glowing green.

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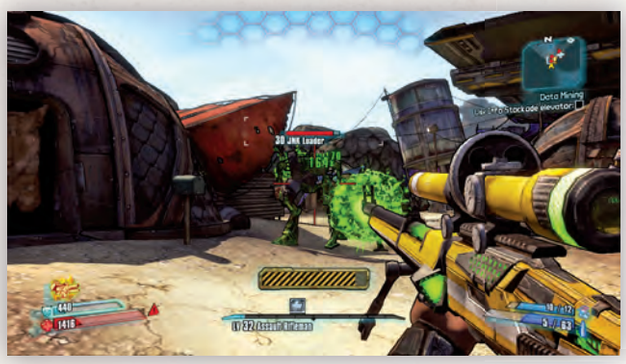
Arid Nexus Badlands

Arid Nexus Badlands is a wild desert filled with skag dens, JNK Loaders, and the sad abandoned carcass of what was once the thriving town of Fyrestone. The only thing not falling into disrepair is the Hyperion Info Stockade, the maximum security facility you're about to risk your hide to enter.

Head north past the first skag den toward the Hyperion Info Stockade, made visible by the massive white beacons of light shining into the sky. The only way to reach it is via the platform lift that rises up to the highway in the northeast corner of the region.

Taking the High Road

Continue north to the fenced desolation that was Fyrestone. Fyrestone's residents are long gone, and the city is now home to nothing more than a shambling band of JNK Loaders cobbled together from the rusty debris fields. Well, that and a loader by the name of Bonehead 2.0 that can be shot down just as easily as the others.

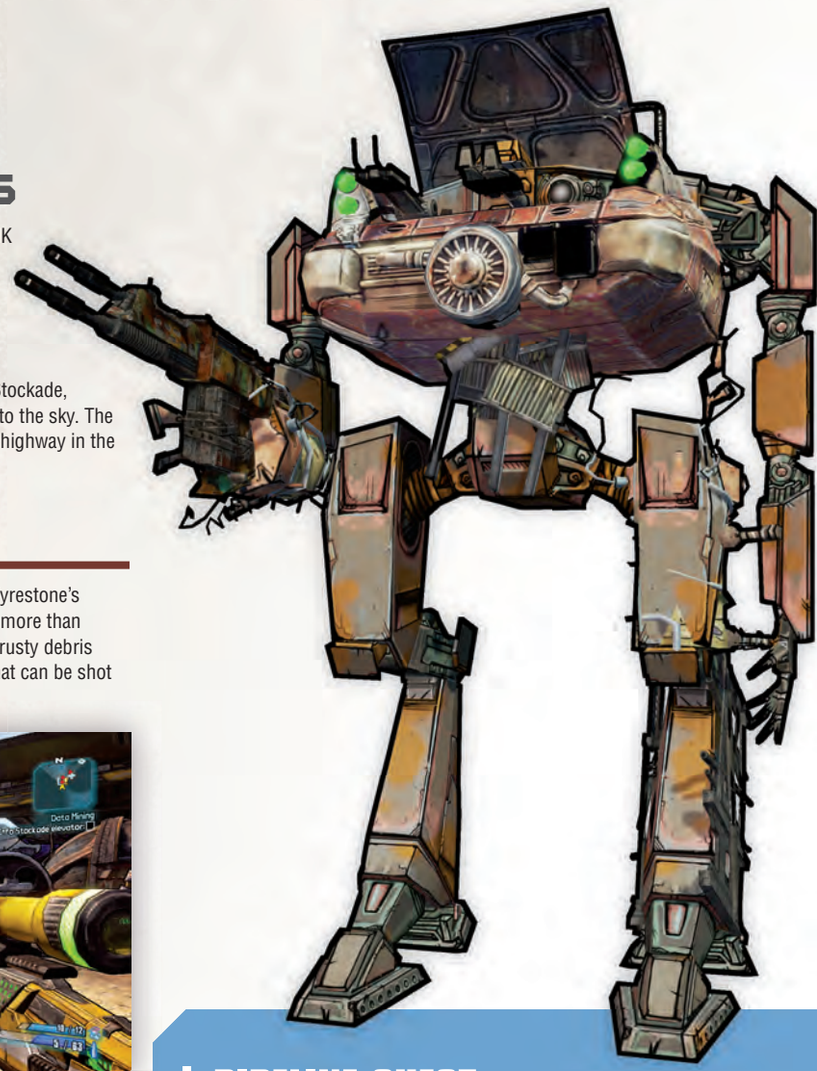


JNK Loaders may be cobbled together from scrap, but they can still hit you pretty hard. Soak them in Corrosive gunfire ASAP!

Load up on ammo, equip your best Corrosive weaponry, and ensure that no JNK Loaders or skags remain in the area—it's very important that you have no distractions for the fight to come. Slowly make your way north out of Fyrestone past the junk piles, and follow along the path beneath the highway. A massive loader by the name of Saturn soon lands atop the highway in effort to stop you from reaching the stockade.

SWEET HOME FYRESTONE

Fyrestone was the first major town in the original Borderlands and will always hold a special place in the hearts of fans. Though it's changed a lot in the intervening five years, much of the layout—and the hidden chests—remains the way you remember it. Take a few minutes to clamber about on the ledges and rooftops in this area and see what you find.

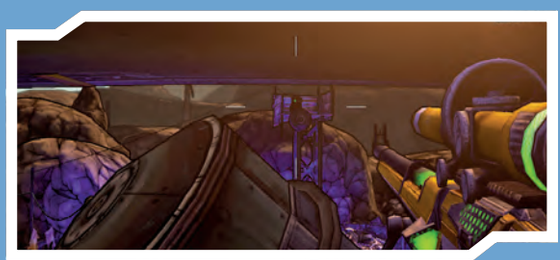


PIPELINE CHEST

You couldn't reach it from within the pipeline, but if you descend the ladder near the entrance to Arid Nexus Badlands, you can run through a different section of pipeline to find a rare weapon chest. There's no telling what's in there, but it's certainly worth checking out!

MEDICAL EMERGENCY!

You might be looking at that forcefield barrier and think you can't access the Dr. Zed's Meds vending machine unless you get onto the highway (or Fyrestone bus stop) for a clean shot at the fuse box. Phooey! It's possible to get a shot at the fuse box from right in town, provided you're not afraid to scrape your knees. Scramble up the rocks on the northeast side of town directly across from the electrical pole to get a clean shot at the fuse box without exiting town. This is particularly helpful given the enemy guarding access to the lift.



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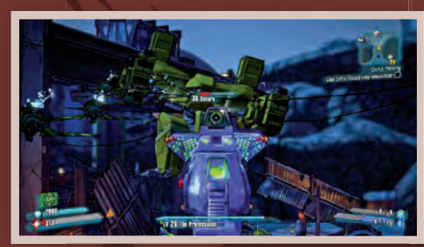
SATURN

Saturn's Vitals

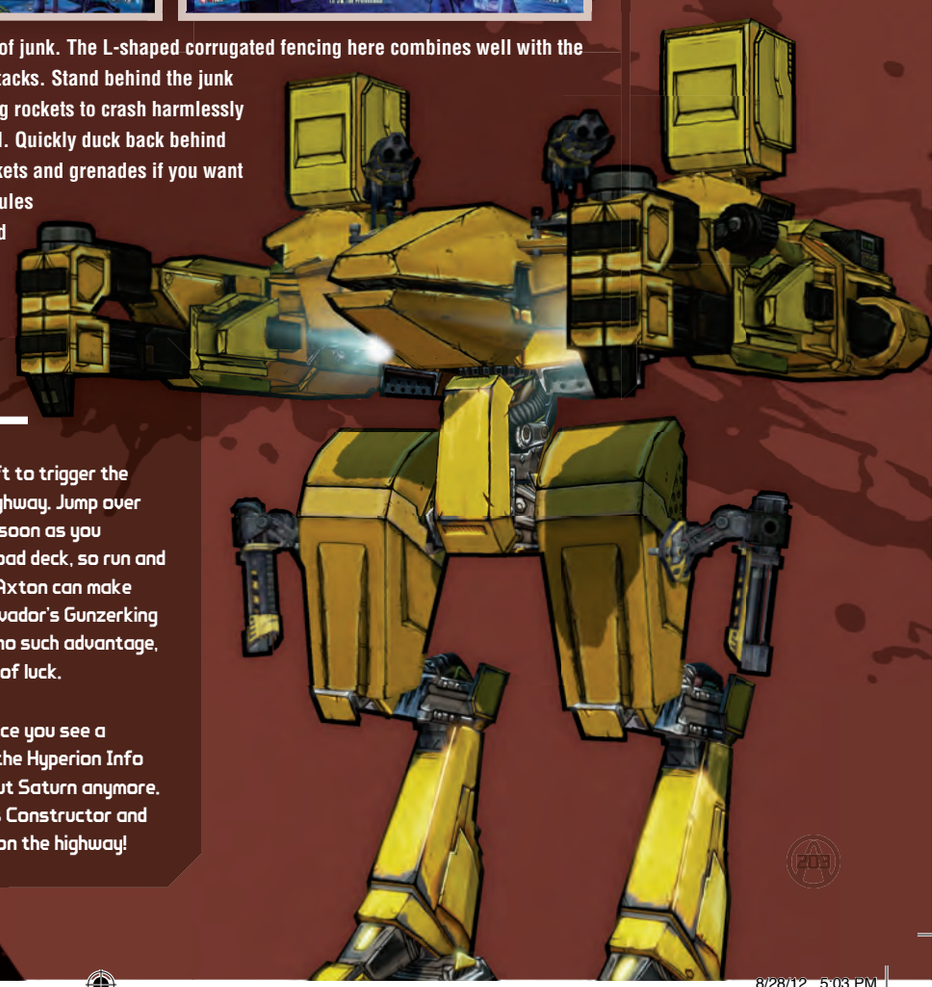
HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAKNESS/RES.
80	—	8	Boss	—	☣ / —

The first thing to do when you see Saturn is to immediately retreat to the northern edge of Fyrestone—to take Saturn on out in the open is suicide, especially if you don't have at least three people in your party. Immediately open fire on Saturn with a few rounds from your best Corrosive weapon to draw him down from the highway to ground level. Saturn's massive size restricts him to the area between Fyrestone and the lift you need to ride up to reach the highway. If you're going to fight him (see note below for tips on avoiding him), then you need to stay behind cover in Fyrestone. It's not sexy, but the most surefire way to defeat Saturn is by strafing in and out of cover near the garbage piles and fencing on the left-hand side in Fyrestone.

Saturn has but two major attacks, each of which can down you with just one or two hits. His main attack is to fire a stream of six consecutive homing rockets that fly at a high speed, are extremely accurate, and pack tremendous splash damage. Not only is it important to take cover from these attacks, but you must remember to leave a buffer between yourself and whatever it is you're taking cover behind. Otherwise, the splash damage could eat you up! Saturn also attacks by raising his shoulder flaps to deploy a barrage of smaller arcing projectiles. He also has a mini turret (note the second health bar) that can be easily destroyed with a few rounds from your guns, but don't do it! They're your lifeline to a Second Wind if you should get downed, so leave them intact whenever possible.



Back away from Saturn toward Fyrestone, and step around the corner on the left toward the pile of junk. The L-shaped corrugated fencing here combines well with the overhead highway to keep you protected from each of Saturn's attacks. Stand behind the junk pile away from the fence, wait for Saturn's next barrage of homing rockets to crash harmlessly into the fence, then step out to the right and open fire on his head. Quickly duck back behind cover, reload your weapon, and repeat. You can mix in some rockets and grenades if you want to try to speed the battle up, but patience and discipline are the rules of the day. Maintain this strategy, and you'll be all but guaranteed a clean victory over Saturn, the Hyperion Corporation's deadliest and most feared loader!



BYPASSING SATURN

It's possible to sprint right past Saturn and ride the lift up to the road deck just as he drops to the ground. From there, veer left to trigger the checkpoint at the New-U station, then sprint like hell along the highway. Jump over and around cover to try to access the far end of the highway as soon as you possibly can. Saturn is quick to use his jetpack to return to the road deck, so run and jump in a zigzag fashion to avoid his incoming attacks. Zero and Axton can make use of their Action Skills to throw Saturn off the track, while Salvador's Gunzerking ability can provide the speed needed to outrun Saturn. Maya has no such advantage, but she can still manage to pull this risky maneuver off with a bit of luck.

Saturn only attacks if there are no other Bots in the area, so once you see a Badass Constructor appear on the far end of the highway near the Hyperion Info Stockade, you'll know you're in the clear and need not worry about Saturn anymore. Keep sprinting right into the Info Stockade, and fight the Badass Constructor and myriad loaders from within the building on the left, not from out on the highway!

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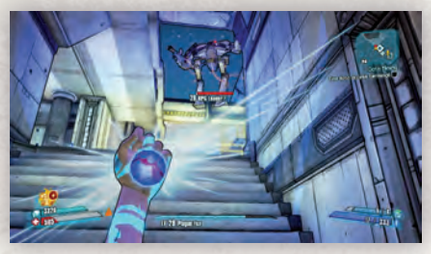
Open Sourcing the Map Data



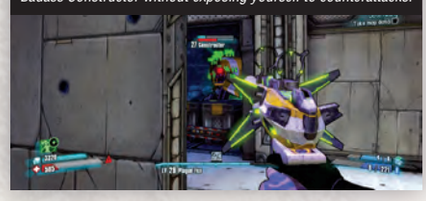
You can either run past the Badass Constructor and flank it from the inside, or go head-to-head from on the highway.

With Saturn destroyed (and his resulting loot shower thoroughly cleaned up), return to the vending machines in Fyrestone and replenish your ammo and health supplies. Ride the lift up to the New-U station, and start heading back along the highway as it winds its way south to the Hyperion Info Stockade. Deal with the loaders you encounter exactly where they appear, and continue to advance slowly as a Badass Constructor and multiple RPG Loaders are prepping to attack just outside the entrance to the facility. Use the containers and barriers on the highway for cover while you fend them off with Corrosive grenades and a rocket launcher, if you have one handy. You're almost there; this is no time to hold back!

Keep your wits about you as you head inside; multiple Hyperion Soldiers are set to follow close behind you via the walkway leading from the highway into the stockade. Clear the lower level of the facility and loot the chests, then head upstairs and do the same. No additional enemies attack on the lower two levels once you've put down the initial defense force at the entrance.

Ascend to the third floor, and quickly kill the ION and RPG Loaders that deploy on the southwest and northeast platforms. Eliminate these adversaries, then climb the ladder to the chest on the fourth floor platform. Return to the third floor, and loot the multiple containers and chests on the third floor before rounding the corner on the northeast side of the floor to the info center. Use the terminal to download the Warrior location, then retrieve the map data.

Peer out from around the corner to get a clean shot on the Badass Constructor without exposing yourself to counterattacks.



As soon as you start downloading the Warrior location, two Badass Constructors attack on those same platforms where the other loaders were. Attack the one nearest the map download station first, as there's less cover near it and the other Badass Constructor can't hit you thanks to the wall in the center. Play the angles, and attack the other Badass Constructor next. Retrieve the data and head south through Fyrestone and back to the Fast Travel station. Return to Mordecai at once!

KNOWING IS HALF THE BATTLE

The Hyperion Info Stockade was certainly as well-defended as expected, yet you still made it to the Arid Nexus Badlands, survived the encounter with Saturn, and successfully demolished a gaggle of Badass Constructors. And now you know where the Warrior is. But can you reach it, or has this all been for naught? It's about time to find out...

Cult of the Vault

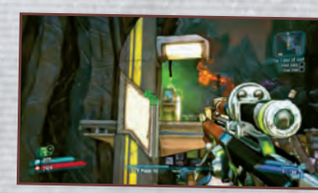
1

The first of two Cult of the Vault symbols at Hero's Pass is just to the right of the vending machines immediately near the entrance. Don't miss it in your rush to kick Hyperion ass!

2

This Cult of the Vault symbol is beneath the platform at the end of the bridge near the stairs. Though you can see it from the rocks to the west, it's only accessible from the east. Duck beneath the platform, and leap across the buttresses to reach it.

Environmental Protection



There are three large digger arms scattered throughout Hero's Pass—four if you include the one that's not in service—that are busy tearing up the subterranean landscape and causing the earthquakes that are making life so tough up on the surface. Each of these massive mechanical mining machines (try saying that four times fast) is controlled by a nearby computer terminal. Fire a few rounds into each of the computer terminals alongside the operational digging arms to ensure they never dig again. Their locations are marked on the map, and all three are located near the center of Hero's Pass.

When Nature Calls

1

The first Engineer bathroom is just south of the vending machines on the right-hand side of the main path. Open the door to see what's inside.

2

The next bathroom is in the Emergency Supply Cache area on the left-hand side. If you reach the first active grinder arm, you've gone too far.

3

The final Engineer's bathroom is on the south side of the last concrete section of the Hero's Pass approach. Access it before descending to the bare dirt near the digging equipment.

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HERO'S PASS

Hero's Pass is a unique locale in that it is almost entirely man-made. After Hyperion uncovered the location of what they initially assumed to be another Vault, they tunneled directly through a mountain range. As a result, all it'll take is a single misstep to send even a seasoned Vault Hunter like yourself to a fiery death in the lava river below. Unfortunately, Hero's Pass is the only path to the Warrior that we've been able to locate. This is our last chance. If we're going to stop Handsome Jack and put an end to all this, you're going to have to fight your way through this final gauntlet of Hyperion's most elite troops. Good luck, Vault Hunter. You're going to need it.

The Districts of Hero's Pass

LOCALE	LIMITED ACCESS?	FIRST VISIT
Guardian Slag Heap	No	"Talon of God" story mission.
Emergency Supply Cache	No	"Talon of God" story mission.
Drift Mouth Access	No	"Talon of God" story mission.

Dangerous Beasts

ENEMY FAMILY
Loaders
Engineers
Hyperion Soldiers
Constructors

High Value Targets

ENEMY	FAMILY
—	—

RAIDER RECON YW175

RAIDER RECON JQ509

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VAULT OF THE WARRIOR

The Warrior lives. You should probably put a stop to that. This magma-filled crater is where the fate of Pandora will be decided—where Handsome Jack and his Warrior will face off against the might of the Vault Hunters once and for all. At this point, all of us back here in Sanctuary would like to say, "Try not to die."

Dangerous Beasts

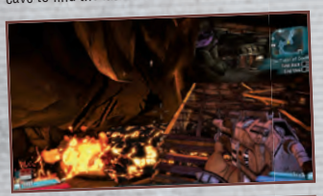
ENEMY FAMILY
Crystalisks
Rakk

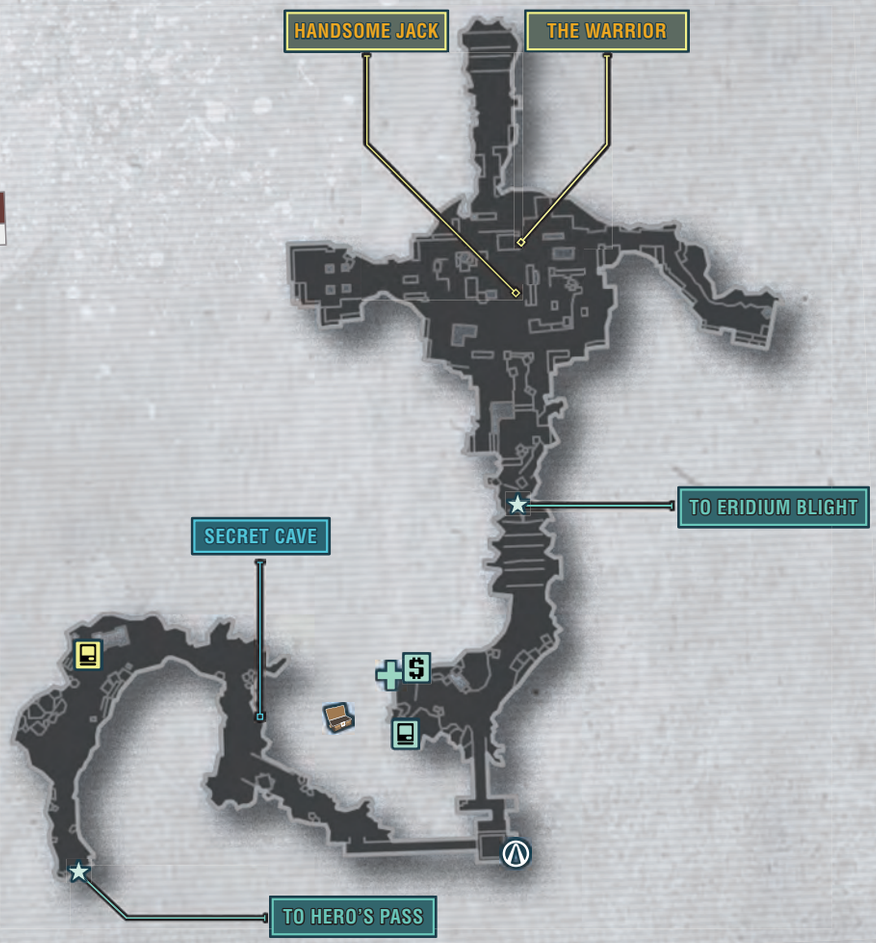
High Value Targets

ENEMY	FAMILY
—	—

Dying of the Light

Loop around the semi-circular path near the entrance to the Vault of the Warrior until you come to a metal bridge over a river of lava. Make sure your shield is fully replenished, and leap down into the lava on the left. Quickly run to the left until you spot a bandit staked to a board on the right. Ignore his arm pointing in the other direction, and leap to the safety of the cave where he stands. Approach the chest tucked into the back of the cave to find the last of the fire worshippers.





Cult of the Vault

The lone Cult of the Vault symbol in this area is in the southernmost corner of the area on the foundation beneath the elevator you ride down toward the Fast Travel station. Carefully leap for the platform with the crates nearest the lava.

Additional Challenges

The Warrior's Way: Kill the Warrior without shooting his heart (see "The Talon of God" story mission for details).

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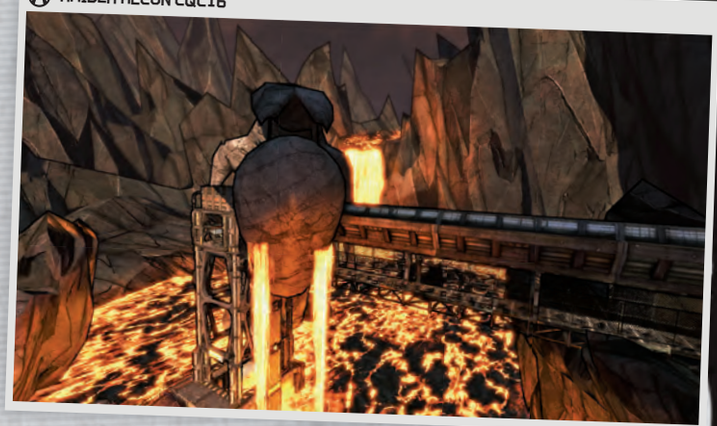
RAIDER RECON KI591

RAIDER RECON CQC16



High Value Targets

ENEMY	FAMILY
Terramorphous	Thresher

Cult of the Vault

1

The first of two Cult of the Vault symbols at Terramorphous Peak is on the south side of the area, beneath the arrow and caution sign. Run off the ledge toward the sign, and push toward the rock wall to avoid landing on the auto-raising lift. The symbol is on the rock wall below.

2

This symbol is undoubtedly the most difficult to reach in all of Pandora. Drop through the trap door to fight Terramorphous, and note the Cult of the Vault symbol on the underside of the upper level, adjacent to the trap door. The only way to reach it is with Terramorphous' help. With a little luck, he'll rise up under you and send you flying into the air toward that overhanging peninsula of rock. Repeatedly tap the "Use" button on your controller to hit it the instant the button prompt flashes on the screen.

TERRAMORPHOUS PEAK

Everything we "know" about the area called Terramorphous Peak is strictly hypothetical. Why? Because nobody has ever made it back alive to report their findings. Maps and legends hint at a cave deep in the side of the cliffs in Thousand Cuts that possess an altar whereupon the foolhardy may place an Eridium offering in exchange for a trip to Terramorphous Peak. This is highly, highly unadvisable, since it's tantamount to suicide. One by one, these would-be heroes make the trip in hopes of being the one—the first—to slay the region's gargantuan namesake thresher. Whether they end up being devoured or simply get knocked off the thousand-foot cliff is anyone's guess.

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TALON OF GOD

INFILTRATE HERO'S PASS WITH CLAPTRAP'S HELP.

MISSION BRIEFING

You must find and kill Handsome Jack before he can awaken the Warrior—partially to save Pandora, partially to save Lilith, and partially because Jack is a real bastard. Jack is holed up in Hero's Pass, where the Warrior is buried. You will need Claptrap to get you through the Hyperion defenses established there.

MISSION OBJECTIVES

- *Talk to Claptrap.*
- *Go to Eridium Blight.*
- *Meet Claptrap.*
- *Follow Claptrap.*
- *Defend Claptrap.*
- *Follow Claptrap.*
- *Continue alone.*
- *Find Jack.*
- *Kill Handsome Jack.*
- *Defeat the Warrior.*
- *End this.*

STORY MISSION REWARDS

LEVEL	MONEY	XP	GEAR
30	4 Eridium	23670	—

**Money and XP may vary based on player's level at start of mission.*

Sanctuary

With the Eridian Warrior's location known, it's time to set Brick and Mordecai's plan in motion. You'll need Claptrap's help getting into Hero's Pass, but take a few minutes to stop and see each of your friends in Sanctuary. After all, this is no ordinary mission you're going on. They know you might not survive and want to show their gratitude with a going-away gift. Visit Tannis, Dr. Zed, Scooter, Moxxi, Sir Hammerlock, and Marcus before meeting up with Claptrap, unless receiving six rare pieces of equipment doesn't interest you.

You know things are serious when Marcus starts handing out free guns!

Optional Missions Available

There's but four new optional missions available (and a fifth that unlocks after you complete the main story). Each of these takes place in the Arid Nexus area: one in the Boneyard, and three in the Badlands. You're going to need every bit of XP and firepower you can get your hands on if you're going to finally take down Handsome Jack, so try completing them all.

- *This Just In.*
- *Hungry like the Skag.*
- *Get to Know Jack.*
- *Uncle Teddy.*

OVERTIME PAY

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Take a few minutes to thoroughly sort through your equipment to maximize your effectiveness against armored enemies—you're about to face a slew of them! Keep at least one or two all-around weapons on hand, but equip as many Corrosive weapons as you're willing to carry. Sell everything else (or put it in the stash or vault) to free up as much room in your Backpack as possible.

Use the Fast Travel station to meet up with Claptrap in Eridium Blight as soon as you're ready to get the mission under way. The time to end this is fast approaching.

CLAPTRAP CAN WAIT

Talking to the six other residents of Sanctuary is a bonus objective that is treated as completely optional. Like other bonus objectives, you lose the opportunity to complete them as soon as you complete the current primary objective. In this case, that's talking to Claptrap. Each of your six friends in Sanctuary wants to give you a rare piece of equipment; don't ruin your chance to get the goods by talking to Claptrap too soon.

Eridium Blight

Deploy a vehicle, and drive south through the nearby gate and immediately veer off the paved road in a southwesterly direction. You'll find Claptrap waiting for you near the New-U station beyond the barriers. Leave your vehicle, and follow him up the hill toward the gated entry to Hero's Pass.

The entrance to Hero's Pass is locked up tight, and it's going to take Claptrap a few minutes to bypass the security system. It's up to you to defend him while he tinkers with the control panel. Numerous GUN and WAR Loaders will be digi-constructed on either side of the gate in an effort to stop you from proceeding. Making matters worse, at least temporarily, is the fact that there are two hostile auto cannons flanking the gate. You can target these auto cannons with gunfire and destroy them just as you would any other, but there is a benefit to keeping them intact, as you'll soon see. The choice is yours.

Take cover behind the walls, and use your best Corrosive weapons to take the loaders out. Claptrap keeps toiling away at the controls in an effort to hack the security system. His first bit of success comes when he manages to switch the allegiance of the auto cannons (assuming you haven't destroyed them). Their presence takes a lot of pressure off you, as the loaders suddenly begin targeting the auto cannons. The battle intensifies as a Badass Loader and Badass Repair Surveyors take the field shortly after the auto cannons are hacked. You'll have access to a vending machine soon enough, so hold nothing back, and don't be afraid to let loose your quiver of rockets and grenades. You can buy more in a little while!

Nothing's going to stop Claptrap from taking down Jack, not while he's got his trusty minion by his side!

All eyes on the Badass Loader when it appears—drown it in a shower of Corrosive gunfire!

RESPEC YO'SELF

This is a great time to make sure that you've got your skill points allocated in the most effective way possible. For most players, this entails pumping all of your available skill points into a single skill tree in order to unlock a capstone skill as soon as they reach level 31. Though not entirely necessary, a capstone skill can really tilt the odds in your favor, even more than the gamechanger skills that reside halfway down many of the skill trees.

Consider focusing your skill point distribution to unlock the following capstones: Axton (Double Up), Maya (Ruin), Salvador (Keep Firing), and Zero (Critical Ascension). Others may better suit your playing style, but these really come in handy during the pending fight against Jack and the Eridian Warrior.

SAVE THE TURRETS

CHALLENGE!

This is one of the trickier Challenges to earn, especially if you're playing solo. The first step in trying to "Save the Turrets" is not shooting the auto cannons that attack when you reach the gate to Hero's Pass. Dodge their bullets, but do not return fire! Claptrap's first minor success in unlocking the gate is turning the auto cannons into allies. From that point on, it's up to you to protect the auto cannons from attack. Kill the Hyperion forces as quickly as you can so that they don't destroy either of the auto cannons. This becomes exceedingly difficult once the Badass Loaders and numerous WAR Loaders start attacking. Though possible while playing alone, especially if you've power-leveled and have Axton's Gemini or Double Up skill unlocked, it's much more manageable with one or two friends fighting by your side.

Hero's Pass

Hero's Pass consists primarily of a narrow zigzagging path that stretches from the northwest to the southeast, where the entrance to the Vault of the Warrior lies. It's an excavation site, but it's also Jack's last line of defense. Keep your Corrosive weapons handy and advance with caution, as it's all too easy to find yourself in an untenable situation. Stock up on supplies at the vending machine, and start the journey south.

Note the location of the electric barrier on the right—there are several containers and a weapons chest behind it. The fuse box that controls that forcefield is quite the distance away, but it's worth disabling and making the trek back to see what you might find. This electric barrier also marks the end of the calm you've experienced since leaving Claptrap at the foot of the stairs.

The Hyperion patrols are fast approaching: headshot any Hyperion Infiltrators or Hawks you spot, then throw a grenade.

Squelch the initial wave of Hyperion forces, and follow the path as it bends its way eastward. The scaffolding you see in this area often has a container or two, giving you a chance to top off your ammo while getting a bird's-eye view of the area ahead.

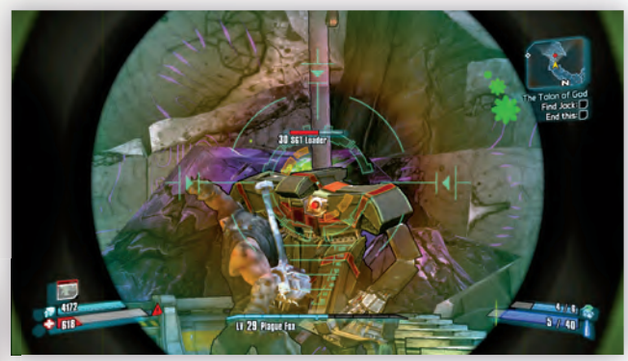
A drop barge adorned with the Crimson Raider insignia swoops in from seemingly nowhere and deposits Mordecai and Brick up ahead of your position, not far from an inactive digger arm. Loot the chest on the ledge beyond the digger, then cross the slanted bridge to reach the fuse box on the right-hand side, and return the way you came to see what the chests up the path have in store for you. Don't worry about Mordecai and Brick; they can take care of themselves for the time being.

The cavalry has arrived!

Brick and Mordecai do an admirable job in dulling the tip of the Hyperion spear, but you'll have to do much of the heavy lifting on your own. Pick off the Hyperion Snipers with your Corrosive sniper rifle, and advance to the Emergency Supply Cache. Eliminate any enemies in close proximity, then take a minute to locate the two grinder arms on the left-hand side of the path. Destroy their control panels to disable them before continuing on toward the double bridge leading to the large yellow Hyperion energy barrier to the southwest. Open fire on the auto cannons atop the towers flanking the energy barrier, then duck into cover and wait for the assault to push its way up the bridge.

Don't worry about the bubble shields around the auto cannons: you can take them out from the far side of the bridge.

Stick to the northern end of the bridge, and lend a hand to Brick as he punches his way through the bevy of SGT and EXP Loaders that attack on the bridge. Mordecai continues sniping from afar. Hold your ground, and keep peppering the loaders with a constant barrage of Corrosive gunfire. Mordecai and Brick soon team up to disable the energy barrier, but you'll be on your own from that point on. Take out any remaining loaders beyond the bridge, and detour to the right to destroy the controls to the third grinder arm.



Between Brick's punches and your gunfire, the SGT Loaders won't have a chance!

The Final Heroic Push

A Badass Constructor flies into place on a ledge to the south of where the large yellow barrier was. Fire any shots at it you can from afar, then sprint for cover inside the Hyperion container to the right of its position. This particular Badass Constructor has the potential to effectively put an end to your advances if you're not careful. You essentially have three options for dealing with it: take it on out in the open and risk repeat death, choose to ignore it and sprint right past, or use the Hyperion container for cover and gradually chip away at it between volleys. The third option has the highest success percentage, as the Badass Constructor is still capable of being a threat as you engage the enemies to the east.

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Use this container for protection from the Badass Constructor, reload your weapons, and lean out and attack. Shoot, rinse, repeat!

Continue using the inside of this cargo container for cover until you've put down the Badass Loader that attacks alongside the Hyperion Soldiers. Things certainly quiet down for a moment in this corner of Hero's Pass, with these two Badasses a thing of the past. Take your time moving north along the bridge to properly loot each and every container and chest in the area.

Crouch into cover as soon as you spot the three Hyperion Soldiers in the distance, where the walkway turns back to the southeast and descends a large set of stairs. Do not cross that last stretch of bridge until you've first eliminated the massive army on the lower level. The enemies guarding the lower level at this V-shaped bend in the route represent the single greatest concentration of Hyperion forces you'll encounter outside Ore Chasm. Immediately set to Slagging any and all adversaries, then switch to your Corrosive weapons for maximum results. Those with a Longbow grenade can put it to use; otherwise, it may not be worth the risk of wasting grenades across the massive divide. Use the railing on the right for cover, and employ your best Slag and Corrosive weapons.

Face due north across the empty space, and use your rocket launcher and sniper rifle to take out the enemies down below before crossing the final bridge to the north.

Monitor the minimap closely, and refrain from advancing to the top of the stairs until only one or two enemies remain.

Descend the stairs to where the Super Badass Loader and its ill-intentioned ilk had stood so proudly moments ago. Keep to the far-left side as you advance southward. Use the walls and containers on the left for cover from the mortar rounds and rockets being shot by the Badass Constructor in the distance. Hold your ground atop the stairs, and strafe in and out of cover as you shoot it. The path widens a bit as it steps its way down toward the bare ground and heavy machinery near the Vault of the Warrior entrance. Maintain the high ground, and take your time slaughtering each and every loader and Hyperion Infiltrator that dares attack.

Use the cover on the left-hand side for protection from the Badass Constructor. Lean out to shoot it in the eye, then quickly step back to safety.

Hold the high ground, and let the SGT Loaders march to their demise.

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Vault of the Warrior

You've made it into the Vault of the Warrior, but questions still remain. Where's Jack? What's he done with Lilith? Will there be treasure, or will there be death? These questions (and many more) will be answered in due time. For now, enjoy the enemy-free walk through the lava-draped cave as it winds its way to the elevator in the distance. Ride it down to the vending machines and one-way Fast Travel station up ahead. Take a minute to further sort your equipment, and (if you have one) consider equipping an Adaptive shield. Equip a Shock weapon along with an Explosive or Fire weapon. This is a good time to focus almost exclusively on rate of fire and damage values, otherwise known as damage-per-second (DPS). Equip those weapons that allow you to inflict the most pure damage as fast as you can without needing to rely on status effect damage-over-time attacks.

FREE AMMO!

The ammo resupply machine you see due north of the vending machines is capable of digi-constructing ammo supplies at 90-second intervals. There are three such terminals in Vault of the Warrior, including this one. The other two are split between the eastern and western temples that jut from the central area in the Vault.

Drop off the upper ledge to land near a secret exit to Eridium Blight. This is your way out, should you survive the pending battles. Note, however, that there is no access to this exit from the other direction. Any return trips to the Vault of the Warrior require journeying back through Hero's Pass.

Keep moving. Jack doesn't like to be kept waiting.

HANDSOME JACK

Handsome Jack's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL AREAS	WEAKNESS/RESISTANCE
12	12	0.5	Ultimate Badass	Head	/ —

Handsome Jack isn't as much a boss as he is a giant jerk who thinks a little too highly of himself. You can't expect Jack to fight you straight up without gimmickry—he knows he would lose—so instead he relies on his growing powers to deploy a number of clones to trick you. Look-alike Jacks spring forth and zip across the battlefield in all directions. Open fire with a quick-shooting Shock weapon to bathe them in electricity, rapidly dropping their shields and putting an end to the charade. Pan around the battlefield for the one true Handsome Jack, and pump him full of lead.

Jack releases a major attack just as his shields are deployed, and you may well get downed in the process. Have no fear! Look to the minimap for guidance, and target any of the rakk flying overhead—they're your lifeline! Once back on your feet, fire a few rounds at Jack's bubble shield to test the results. Unload into Jack with Fire or Explosive weaponry to deplete his life as fast as you can. You can only reduce his health to roughly 15% before he does the unthinkable: he summons the Warrior!

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THE WARRIOR

The Warrior's Vitals

HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL AREAS	WEAKNESS/RESISTANCE
50	—	1	Ultimate Badass	Heart, mouth, rib cage	—

The most powerful creature Pandora has ever seen. An ancient, Eridian weapon to be wielded by anyone clever and strong enough to summon it. A creature so massive, so powerful, and so important that nobody on Pandora could come up with a better name for it. Thanks to Handsome Jack's treachery, The Warrior has finally been awakened—it's time to finish this.

The Warrior is a beast unlike any you've ever encountered. Its massive reptilian-shaped body is equal parts rock, lava, and horror! The Warrior is capable of leaping high into the air and flying from one side of the Vault to the other, its body completely blackening the sky as it soars overhead with such surprising grace that you can't help but stand in awe.

This is no time to gape in slack-jawed amazement! The Warrior has been summoned for the express purpose of killing you—hard! It has three major ways of doing it, too! For starters, the Warrior possesses a molten-hot fireball attack that can inflict major damage if you don't take cover from it. Seek out the block-shaped rocks, and duck behind the biggest stack you can access for protection. The Warrior's next major attack—and good luck dodging it—is a powerful tail slam that (if it connects) is all but guaranteed to not only give you a pretty good bounce but also down you. And if these attacks don't get you, you'll have to be constantly aware of the fluctuating levels of lava. The Warrior is capable of manipulating the height of the lava within the Vault, and anyone not atop the cube-shaped stone blocks will certainly feel the burn—and no amount of Fire protection can save you from that. Now for the good news: defeating the Warrior isn't necessarily all that difficult so long as you're cautious and patient, and you listen closely to Jack's commands. That last point is important because Handsome Jack has the Warrior under voice command as if it were an obedient dog; a dog that breathes fire and happens to be 120 feet tall and made of stone, but a dog nonetheless. By listening for Jack's voice, you can frequently take evasive maneuvers in anticipation of the incoming attack and save yourself a lot of struggle.

Before you learn how to go about killing the Warrior, it's important to also acknowledge the other creatures in the area. You'll be sharing the large central platform with an endless supply of Volcanic Crystalisks. Meanwhile, a flock of rakk circles harmlessly overhead. This may sound absolutely crazy, but it's actually a good thing. For starters, you can completely ignore the Volcanic Crystalisks.

THE WARRIOR

They're of no major threat, and the rising lava coupled with the Warrior's occasional tail swipes will kill them off, leaving behind Insta-Healths and ammo. The rakk, as you may have already learned, are perfect for gaining a Second Wind whenever you get downed. Reach for an SMG or shotgun, and fire into the sky. The minimap can help you pinpoint their flight patterns and get you on your feet in no time.

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Lastly, it's time to discuss how you kill this giant of a beast. Well, like most enemies, you shoot it in the head. It really can be as simple and straightforward as that. Fire a ceaseless barrage of bullets into the Warrior's mouth for maximum results. You can actually inflict damage on the Warrior by shooting it anywhere on its body, but its open mouth deals extra damage. However, there is one spot on the Warrior where it is even more susceptible to damage than inside its mouth: its heart!

The Warrior may look all rough and indestructible on the outside, but its breastplates are actually quite fragile. Fire enough bullets at them, and they'll actually break away, exposing the Warrior's juicy, tender heart. Quickly empty your clips into the Warrior's heart to inflict tremendous damage, and send the Warrior scurrying back into the lava for a breather. This not only takes a chunk out of the Warrior's health bar, but also buys you a bit of time to scrounge for ammo and Insta-Healths and make a run to the temples at either end of the area to use one of the ammo resupply machines, if needed.

Of course, you need not shatter the Warrior's breastplates and attack its heart, especially if you'd like to complete The Warrior's Way Challenge. Here are some tips for doing just that for each class:

THE WARRIOR'S WAY

CHALLENGE!

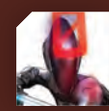
Complete this Challenge by resisting the urge to shoot the Warrior in its heart. Avoid breaking through the breastplates altogether so you don't hit the heart with an errant shot, and instead focus exclusively on targeting the Warrior's head and mouth. This is going to significantly lengthen the duration of the battle, but it's entirely doable and also your last chance to earn some Badass Ranks before the credits roll (not that this really matters, but you get the picture).

Consider the following techniques for completing "The Warrior's Way Challenge" with each class:

Axton: It's risky to use the Sabre Turret against the Warrior provided you stick close by it and re-collect it the moment you see the Sabre Turret targeting the breastplates. Just to be safe, resist the urge to use the Sabre Turret if going for the Challenge, as there's no telling where the turret is going to fire.

Maya: There's little harm in using the Phaselock ability on the Warrior, provided you aim the reticle at its head. Helios or your other skills still erupt off the initial impact explosion (the Warrior can obviously not be properly Phaselocked), but the blast is not powerful enough to rupture the breastplates and harm the heart.

Salvador: Salvador's Gunzerking ability truly shines against the Warrior thanks to the beast's giant size. Its head is so far from its chest that you needn't worry too much about being super-precise while hip-firing with two weapons. It still pays to dual-wield with Hyperion pistols or SMGs, if possible.



Zero: Deception won't necessarily gain you any advantages defensively, but the boost it provides your attacks is certainly worth using against the Warrior. Equip your most powerful sniper rifle, and use Deception to magnify the results. Just don't wait until the final second to get the shot off, as by then, the Warrior may have already dived out of the way.

COOL STORY, BRO

Fistbump!

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OVERTIME PAY

Come for the Vault, stay for the optional missions! Life is tough on Pandora, and few can get by solely on their own—that's where you come in. Vault Hunters are revered across Pandora as not only weapons in the fight against Hyperion, but also as beacons for strength, hope, and immense firepower. People all across Pandora will line up to offer you all manner of missions that task you with everything from attending a birthday party to starting a full-fledged clan war. There are a total of 109 optional missions available over the course of the adventure, and this chapter covers each and every one. The mission strategies are arranged alphabetically to make navigating this massive chapter as easy as possible.

SPOILER WARNING

The organizational structure of this chart does lead to an increased chance that you may stumble upon minor spoilers if you read about missions that have not yet been unlocked. Care has been taken to eliminate nearly all story references in this chapter, but we recommend you read only the descriptions for those missions that are active or that you are specifically seeking help on. Many of the missions are offered by characters whose appearance in the game may be considered a spoiler.

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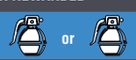
3:10 to Kaboom	26		218
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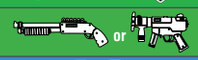
A Real Boy: Face Time	29		219
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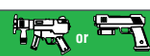
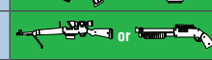
Assassinate the Assassins	8		223
Bad Hair Day	5		225
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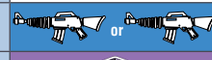
Bearer of Bad News	25		229
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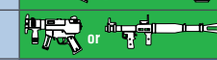
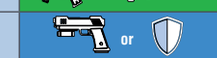
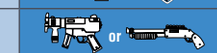
Clan War: Trailer Trashing	18		235
Clan War: Wakey Wakey	18		235
Clan War: Zafords vs. Hodunks	18		236
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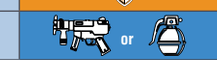
Customer Service	28		240
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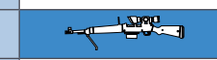
Demon Hunter	29		242
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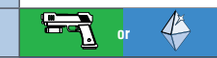
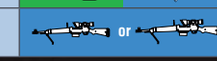
Doctor's Orders	20		243
Get to Know Jack	29		244

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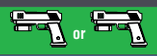
Handsome Jack Here!	3		244
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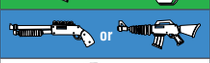
No Hard Feelings	13		259
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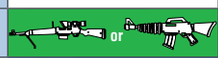
Poetic License	20		262
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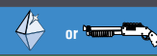
Safe and Sound	20		267
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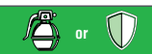
The Ice Man Cometh	15		281
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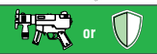
The Overlooked: Shields Up	18		284
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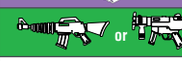
Too Close for Missiles	11		288
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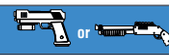
Uncle Teddy	29		290
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3:10 to Kaboom

TRAINS WERE MADE TO BE DESTROYED.

MISSION BRIEFING

The Sheriff of Lynchwood sends every ounce of Eridium from the town mines to her boyfriend, Handsome Jack. Brick wants you to destroy the train she uses to transport this Eridium. First, you'll have to find a small demolition transport and snag it for yourself.

Availability: Lynchwood Bounty Board after "The Once and Future Slab."
Unlocks: "Showdown"

MISSION REWARD: LYNCHWOOD BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
24	$341	5319	Grenade Mod (Blue) or Grenade Mod (Blue)

Lynchwood

Robbing the bank was one thing, but if you're really going to get in the craw of the local sheriff, you're going to have to take out the Eridium supply train. Make your way south out of the train station and ride the elevator up to the Death Row Refinery. The area on the right is a demolition depository complete with a remote-controlled bomb cart. Locate the lever to signal the release of the bomb cart, and then turn around and locate a similar lever on the other side of the clearing; you must use this second lever to trap the bomb cart.

Pull the lever to signal the remote-controlled cart and start the five minute countdown. Don't follow the tracks; sprint straight across to the other lever and pull it to close the entrance to the mines. This traps the bomb cart and allows you to pick it up (try not to think about how heavy such a contraption would be on earth).

Pull the second lever to trap the bomb cart before it enters the mine.

Carry the bomb cart south toward the other mine cart tracks and set the remote-controlled bomb cart down in the space identified on-screen. The cart soon automatically starts chugging along toward a trestle in the distance. Climb the stairs in the northwest corner of the refinery area and locate the detonation plunger. Wait for the bomb cart to move into position underneath the Eridium train, and press the plunger to blow the bridge—and the train—to pieces.

Don't press the plunger until the bomb cart is under the train!

A Real Boy: Clothes Make the Man

THIS MISSION ASKS DEEP, THOUGHT-PROVOKING QUESTIONS LIKE, "WHAT DEFINES HUMANITY?" AND, "REMEMBER THAT TIME YOU KILLED ALL THOSE BANDITS?"

MISSION BRIEFING

A malfunctioning Hyperion loader has asked you to help him become human. For some reason, the loader believes that clothes, rather than blood, a soul, or independent thought, are all that stands between him and true humanity.

Availability: Speak to Mal while visiting Eridium Blight after "Where Angels Fear to Tread."
Unlocks: "A Real Boy: Face Time"

MISSION REWARD: MAL

LEVEL	MONEY	XP	GEAR
27	$479	6548	Sniper Rifle (Green) or Shield (Green)

Eridium Blight

Mal, short for *Malfunction*, lives just outside the gate to Ore Chasm and yearns to be like a human. He has a somewhat narrow vision of what defines humanity, and he has convinced himself that he'd be a human if only he had some proper clothes. He'd like you to retrieve clothes for him from the local bandit population. Of course, this involves a lot of killing.

Return to the northern part of Eridium Blight and head across the main bridge, past the entrance to Sawtooth Cauldron, and continue as if heading to the Lover's Leap area. The clothes you need are currently being worn by the Caustic Goliaths at the bandit camp in Mount Hellsfont. Leave your vehicle on the near side of the bridge and continue on foot across the narrow pedestrian bridge. Locate the Goliaths and shoot their masks off to start the battle. Move to the outer edge of the camp to avoid the Caustic Goliath's toxic spew attack and to let them feast on the lesser enemies in the area. Be on the lookout for a Loot Goon Goliath, which (though rare) may also be in possession of a piece of clothing.

Watch the battle from the periphery and try to inflict the killing blow before the Goliaths do. Use your Action Skill to bring down the Goliaths and claim the shirt, pants, and hat that Mal desires. Return the way you came, and give the clothes to Mal.

PERSONNEL FILE 86BT55

MAL

Characteristics:
Confused; Curious; Defective

Threat Level:
Unknown

Intel Report:
When most Hyperion robots go haywire, they act pretty much as you'd expect, going from "I think therefore I am" to "all humans must be exterminated" in the time it takes to flip a killswitch. Mal, however, seems different. So named because of his obviously malfunctioning central processor, Mal is desperate to become a human. Not being a human, however, he doesn't seem to know exactly what makes humans special. Is it their clothes? Their skin? Their willingness to beat one another up for little to no reason? Mal is eager to know.

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A Real Boy: Face Time

YOU KNOW WHAT ROBOTS CAN'T GET ENOUGH OF? SEVERED BODY PARTS.

MISSION BRIEFING

Mal believes that having human body parts will complete his robot-to-human transformation. He's asked you to collect some.

Availability: Speak to Mal after completing "A Real Boy: Clothes Make the Man."
Unlocks: "A Real Boy: Human"

MISSION REWARD: MAL

LEVEL	MONEY	XP	GEAR
27	$479	6548	Shotgun (Green) or SMG (Green)

Eridium Blight

The clothes were a good start, but Mal wants some human limbs to attach to his robotic appendages. Lucky for him, the bandit encampments north of the Slag Scar have buckets where they keep the needed body parts. Drive back to the northern side of the Eridium Blight and drive across the main bridge to the small camp near the Sawtooth Cauldron entrance. There's no need to kill all of the bandits in the area unless you want to—feel free to skip the fight and retrieve the mask located on the right. From here, head north to Mount Hellsfont, near the Lover's Leap ladder, and retrieve the body part located there. This area should still be clear of enemies after the battle to collect the clothes.

Follow the waypoint behind the metal wall to locate the bucket of parts.

Return to your vehicle, and drive south up the side of the mountain to Slagma Vapor Extraction facility. Spot the bucket of parts on the catwalk above the entrance, then enter the camp and immediately head to the right and up the stairs to get the next body part in the bucket. Leap over the railing and return to your Light Runner. Continue the ascent up the hill and make a hard left to Slagma Refinery. The final two body parts are both in this area. Grab the first on the left and then approach the eastern edge of camp, but don't drive off the ledge! Instead, head up the path on the right, under the arch, to find the final part. Return to Mal to deliver the goods.

Drive the Light Runner directly into the Slagma Refinery for added firepower before exiting the vehicle.

A Real Boy: Human

MAL HAS FINALLY DISCOVERED THE SECRET OF TRUE HUMANITY! HE'LL NEED YOUR HELP, THOUGH.

MISSION BRIEFING

Mal now believes that the only way to become human is to kill other humans. Defend yourself.

Availability: Speak to Mal after completing "A Real Boy: Face Time."
Unlocks: —

MISSION REWARD: MAL

LEVEL	MONEY	XP	GEAR
27	—	6548	Pistol (Blue)

Eridium Blight

Mal has come to believe that the most human trait of all is the tendency to kill other humans. Use the time he spends philosophizing to equip your best Corrosive weaponry, then let him have it. Mal may behave unlike the other Loaders you've encountered, but he's still just a Loader. A few rounds of your best Corrosive weaponry—and maybe an Explosive grenade—are all it takes to beat him into submission. He might want to be human, but he has a long way to go before he can outsmart one!

Mal does fight back if given the opportunity, but he's not even on par with a Badass Loader. He says he'll allow you to return to fight him again in the future, but given his human tendencies, he's probably just lying…

Break out your best Corrosive weapons, and paint him green!

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Animal Rescue: Food

IF YOU GIVE A SKAG SOME MEDICINE, IT'S GOING TO WANT SOME FOOD...

MISSION BRIEFING

After healing the hungry skag's wounds, you discover that he was starving, as well. Maybe you could fill his belly with some chow.

Availability: Interact with Dukino after completing "Animal Rescue: Medicine."
Unlocks: "Animal Rescue: Shelter"

MISSION REWARD: DUKINO

LEVEL	MONEY	XP	GEAR
24	$683	5319	—

Lynchwood

The meat from the food carts helped get Dukino back on his feet, but now he's really hungry. Scooter thinks little Dukino needs something more substantial, like five skag tongues! Head east up the stairs at the end of Main Street and continue past the quarry to the conveyor belts leading up the side of the mountain. Continue around Lynchwood in a clockwise direction until you encounter the Armored Skags of the Sheriff's Posse. These particular skags (and their riders) put up a solid fight, so break out your best Corrosive weaponry against them. You must shoot the skags in the mouth to make them drop their tongues. Advance slowly so as to draw just one of the Sheriff's Posse members into battle if possible. Keep to the higher ground, and lob grenades and firepower down at them from above. This should help keep you from being trampled and/or surrounded. Return to Dukino with the five skag tongues, and lay them out on his blanket for him to enjoy.

Don't rush to collect the skag tongue until the Armored Rider has been killed, as well.

Animal Rescue: Medicine

NOT ALL SKAGS ARE DANGEROUS.

MISSION BRIEFING

You found a wounded, hungry, friendly skag. Scooter suggested that you heal and feed him.

Availability: Locate the chained skag Dukino in Lynchwood after "The Once and Future Slab."
Unlocks: "Animal Rescue: Food"

MISSION REWARD: DUKINO

LEVEL	MONEY	XP	GEAR
24	$683	5319	—

Lynchwood

Make your way to the eastern end of Main Street and locate the chained skag pup on the north side of the tracks. The pup's name is Dukino, and Scooter wants you to free him. Smash the chain with a melee attack to free Dukino from his shackles. Once up and about, it's clear that the poor pup is injured and needs some medicine. Sure, it might sound crazy to be nursing a skag back to health, but when has Scooter ever been wrong? On second thought, don't answer that.

Give the chain a good thwack to break the pup free!

Fight your way back up the train tracks toward the station, and ascend the stairs on the north side to reach the upper level. Run and leap across the rooftops heading back to the east, toward Dukino, until you spot the puppy medicine on the roof near the pharmacy. Hop over to the medicine, pick it up, and bring it to Dukino.

Scooter is happy you resuscitated the skag, but now he wants you to bring him some food. There are five skag meat vendors in the Gunslinger's Corner area of Lynchwood. Make your way through the cave on the northwest side of Main Street and perform a loop through the area beyond, picking up each of the pieces of meat. The five meat carts are all located on the lower level of Gunslinger's Corner; collect them by following the main path in a clockwise loop toward the elevator. Ride the elevator to the upper level, and leap off the ledge to return quickly to Main Street. Dump the collected chunks of skag meat into the chute on the side of Dukino's skaghouse, and try not to think about the cannibalistic tendencies you're now encouraging.

Leap across to the roof of the pharmacy to get the medicine.

Skag-on-a-stick—now that's good eatin'!

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Animal Rescue: Shelter

IF YOU GIVE A SKAG SOME FOOD, HE'S GOING TO WANT A HOME...

MISSION BRIEFING

Now that the hungry skag has been properly fed, he's too big to fit in his old home. You'll have to escort him to the nearby cave, where he can have the space he needs.

Availability: Interact with Dukino after completing "Animal Rescue: Food."
Unlocks: "Demon Hunter"

MISSION REWARD: DUKINO

LEVEL	MONEY	XP	GEAR
24	$136	7978	Pistol (Blue) or Shield (Blue)

Animal Rights

MORDECAI WANTS REVENGE.

MISSION BRIEFING

Mordecai, furious over Bloodwing's death, asks you to head to the Hyperion Exploitation Preserve and free three separate creatures from imprisonment so they can tear the staff apart.

Availability: Speak to Mordecai in Sanctuary after "Wildlife Preservation."
Unlocks: —

MISSION REWARD: DUKINO

LEVEL	MONEY	XP	GEAR
19	($434 with Bonus)	3527	Sniper Rifle (Blue)

Lynchwood

Dukino has grown quite a bit since you found him chained up to his skaghouse. In fact, he's so big now that he needs a new place to call home! Help Dukino find a new shelter by following him to The Old Mine on the southwest side of Lynchwood. Beat back any rats or bandits who try to attack en route to the mine's entrance, then ride the elevator down into the cavern.

Multiple Tunnel Rats and Lab Rats have taken up residence in The Old Mine, and it's up to you to clear the area of enemies so Dukino can live in peace. Switch to your Fire-based weaponry and empty some clips on the distracted rats. Kill them before they harm Dukino to complete the mission.

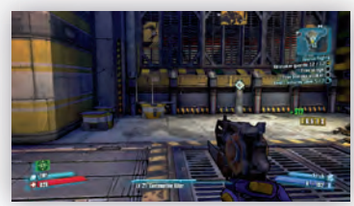
Dukino deserves a rat-free shelter—kill them all!

Wildlife Exploitation Preserve

Pull the lever on the green-lit generator at the bottom of the stairs to release the stalkers.

Return to Wildlife Exploitation Preserve, and fight your way past the stalkers and Hyperion troops to the Preserve Dockyard. Pull the lever on the generator in the center of the southern docks to open the cages and release half-dozen stalkers. A dozen Stalker Handlers—specially assigned Engineers—rush forward to try to kill the stalkers before they can escape. The Stalker Handlers primarily ignore you as they wrestle with the escaped stalkers. Avoid shooting the stalkers, and kill the Stalker Handlers as quickly as you can. The stalkers know you're on their side and will not attack. Use Corrosive weaponry to dispatch the heavily armored Stalker Handlers in time to maximize the number of stalkers that can survive the battle. The stalkers attack the handlers on their own; increase your effectiveness by focusing on handlers in one-on-one battles with stalkers, and ignore the Stalker Handlers who are being mobbed by a pack of stalkers.

Continue through the Preserve along the same path you had taken during the "Wildlife Preservation" mission and forge ahead to the hallway leading to the circular enclosure. Pull the lever in the hallway to release several skags in the area ahead. Sprint ahead, and once again open fire on the handlers to protect the freed creatures. The skags are fewer in number and one has even been named—they're almost like family. Kill the 12 Skag Handlers before they can put down the escaping skags. Do your best to keep the skags alive to increase the total number of surviving creatures and hopefully earn the bonus Challenge's cash reward.



Pull this lever to release the skags, then race ahead to protect them before it's too late.

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Slay all of the creatures in the next enclosure to draw out the Super Badass Loader, then continue through the Specimen Maintenance area and the exterior enclosure that follows. Push on to the Observation Wing and locate the lever in the warehouse office. Pull this lever to free the Badass Stalker. This time, you have the difficult task of protecting a single creature from a dozen assailants. You certainly have your work cut out for you, but you mustn't feel bad if the creature dies. It was likely going to be used in Handsome Jack's sadistic experiments and gradually tortured to death anyway. Nevertheless, defeat the 12 handlers with Slag and Corrosive weaponry to better the chances of adding to your total of surviving creatures. Continue through the Wildlife Exploitation Preserve, and return to the Fast Travel station. Head back to Mordecai at Crimson Raiders HQ at once to collect your reward.

149
Animal Rights
Kill stalker guards: 12 / 12
Kill slag guards: 12 / 12
Kill stalker guards: 3 / 12
Keep creatures alive: 6 / 7
28 Badass Stalker Handler

Badass Stalkers are guarded by Badass Stalker Handlers: it's best to Slag them, then switch to Corrosive weaponry.

SON OF MOTHRAKK

Those passing through the Observation Wing after having completed the "Wildlife Preservation" story mission find themselves face to face with the Son of Mothrakk, the offspring of a famed rakk from the original Borderlands game. Son of Mothrakk can be killed quite easily and is akin to a Badass level rakk.

TI'KOPE TRESPASSER

ATTRIBUTE	RATING
Damage	435
Accuracy	96.4
Fire Rate	0.6
Reload Speed	4.3
Magazine Size	6
- +15% Weapon Damage	
- +50% Melee Damage	

**Actual stats and modifiers may vary.*

JAKOBS

Arms Dealing

IF YOU CAN DRIVE FAST AND NOT ASK A LOT OF SILLY QUESTIONS LIKE, "WHY AM I DOING THIS?" OR, "WHAT IS THAT SMELL?", ZED HAS A JOB FOR YOU.

MISSION BRIEFING

Zed has placed several orders with a prominent arms dealer named Varnell. These orders have just arrived in The Highlands, and Zed needs you to pick them up before they go bad. How exactly weapons can "go bad," Zed neglects to explain.

Availability: The Overlook Bounty Board after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: OVERLOOK BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
16	$137	1305	Relic (Blue) or Shield (Green)

The Highlands

This is the second delivery mission you're likely to encounter and it begins at the Overlook Bounty Board, but the 2:00 timer won't start until you collect the first package from the mailbox on the edge of Overlook (at which time, 0:30 gets added to the clock). Use the Catch-a-Ride to deploy a Light Runner, and park it facing out of town as close to the first mailbox as you can. The route is going to take you all over the south side of The Highlands and then back to Overlook. The time constraints on this mission are pretty tight, and you're going to have to drive smoothly and leave the vehicle as close to the mailboxes as you can to avoid wasting time on foot. Of course, the enemies you encounter in the southern reaches of this region may slow you down, particularly if you get snagged by a Wormhole Thresher, so you may need to clear them out and try again. Simply return to the Overlook Bounty Board and accept the mission again if you fail and need to restart.

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Assassinate the Assassins

ROLAND NEEDS YOUR HELP.

MISSION BRIEFING

Roland suspects that four Hyperion assassins are hiding out in Southpaw Steam & Power. He's asking any Crimson Raiders in the area (that means you) to find the disguised assassins and kill them.

Availability: Sanctuary Bounty Board after "The Road to Sanctuary."
Unlocks: —

MISSION REWARD: SANCTUARY BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
8	— ($55 per Bonus)	791	Pistol (Green) or SMG (Green)

1 Collect the first arm from the mailbox on the south side of Overlook, leap to the vehicle, and drive through the tunnel to the south side of The Highlands. Continue on the main road as it bends to the left.

2 Continue over the two bridges and speed straight off the rocky cliff and into the gully near the Mercury Induction Station—aim for the sewer pipe in the opposite cliff. Angle the Light Runner to the left for a speedy exit, then run out and collect the second arm. Ignore any stalkers that attack, and sprint back to the vehicle.

3 Drive up the hill, turn to the right, and turbo up the very steep incline leading to the Isotope Reclamation Tower. Beware of the stalkers and HOT Loaders that are bound to attack. Park close, run for the mailbox, and return to the vehicle.

4 Head down the road and bear to the right toward Aggregate Acquisition, then make a sharp right-hand turn and drive to Frothing Creek Mill. Park the Light Runner near the creek with the vehicle pointing to the southwest, toward the cliff below the water wheel. Sprint into the cave beyond the mill and ascend the rocky curving ledge immediately on the left to reach the mailbox. Exit the area by leaping from the boxes stacked near the mouth of the cave.

5 Accelerate and turbo straight off the cliff, through the water, and over the hills toward the distant Catch-a-Ride. Follow the dirt road down the hill toward Lake Shining Horizons, and sprint across the docks to make the fifth and final pick-up. Now, race back to the vehicle and return to Overlook. Drop off all five arms at the P.O. Box next to the Overlook Bounty Board to complete the mission.

Southpaw Steam & Power

MURDER ASSASSIN WOT

Lure the Badass Psycho back along the balcony toward the exit, far from Wot's attacks.

Enter the Southpaw Steam & Power facility and load up on ammo at the vending machines inside the entrance. The facility is much larger than it first appears and consists of two levels with several large bottomless chasms that you must be careful to avoid. Though you can explore a bit off the direct path, particularly in the starting area, it's best to stay on the upper level until you reach the stairs in the northeast corner.

Proceed east alongside the balcony overlooking the enemies below and get to work gunning down the foes straight ahead. The first assassin, Wot, emerges from the rolling door at the south end of this area. Stay away from that door until you've slain the other enemies in the area to avoid triggering Wot's arrival prematurely. An alarm announces the arrival of Wot and the Badass Psycho that serves as his bodyguard. Wot is content to stick close to the door he was hiding behind, allowing you to lure the Badass Psycho away to be dealt with one-on-one. Wot has an impressive shield, an SMG, and is quite agile. Try to lure him out into the open so he can't hide behind the crates near the door.

Deception is great for luring Wot out from behind cover.

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DRIVING TO THE MISSION

This mission takes place inside the energy plant known as Southpaw Steam & Power, located in the center of Three Horns Valley. You needn't fully explore Three Horns Divide or its sister region, Three Horns Valley, before entering it. Simply drive to the southern transition between the two in Three Horns Divide (just north of Marrowfield), and once in Three Horns Valley, drive up the hill on the right to the entrance to Southpaw Steam & Power.

BONUS OBJECTIVES

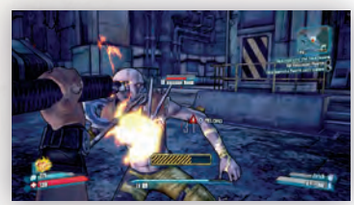
There are four bonus objectives available during this mission, one for each of the four assassins. Each bonus objective asks that you kill its corresponding assassin with a particular type of weapon or attack. Completing each objective earns you $55 (depending on player level). Note that only the fatal shot/blow needs to be delivered by the method specified—feel free to soften them up with grenades, Action Skills, or any other means you have at your disposal. A word of caution, however: you will not receive credit toward the bonus completion if you kill the Assassin with a thrown Tediore reload, even if it is of the corresponding weapon type.

> *My goal for the visual design of Southpaw Steam & Power was to let Dave build the map so it would look awesome.*
>
> *—DREW MOBLEY, LEVEL DESIGNER*

KILL ASSASSIN REETH

Listen to the ECHO Recorder dropped by Oney, then descend the stairs in the northeast corner to an area containing a few enemies, multiple ammo boxes, and even a weapons chest. Round the corner to the south and fight your way past the Psychos and other enemies as you weave between the various pillars and crates en route to Assassin Reeth. This guy is a Burning Psycho who spends much of his time hiding behind his bodyguard, a Taskmaster Nomad.

Set the Taskmaster Nomad aflame with a Fire bullet aimed at his exposed arm or feet.



How badly do you want $55? Bad enough to melee a Burning Psycho?

The Taskmaster Nomad has a full-length shield that can stop most gunfire. However, it is possible to snipe through the small slit in the shield. Another option is to deploy grenades or hit the shield straight-on with explosive weaponry. Just keep an eye out for the much speedier Assassin Reeth, who periodically separates from his bodyguard and attacks directly. Assassin Reeth is resistant to Fire attacks, naturally, but he is vulnerable to all other elemental effects. Use your Action Skill to soften him up, or isolate him from the Taskmaster Nomad and then finish him off with a melee attack, provided your shields are up.

MDK ASSASSIN ROUF

Ascend the stairs in the southwest corner of the lower level after killing Reeth and make your way to the west. Try to leave as many elemental barrels intact for the final assassin fight, as it's going to be a toughie! Lay waste to the Burning Psychos and numerous other foes that populate this area, and stay clear of the large bay door holding Assassin Rouf and his twin Taskmaster Nomad bodyguards.

Open fire on Assassin Rouf as soon as he appears, then use the barrels you've hopefully left standing to eliminate his bodyguards.

Assassin Rouf is a sniper-equipped Tunnel Rat who's extremely fast and agile. You can often lure him away from his bodyguards, but they are quite capable of using their assault rifles to inflict damage from afar. Move to the north side of the door where they emerge and puncture the Corrosive Barrel as they approach. This technique, combined with a grenade or two, should help to eliminate at least one of the Taskmaster Nomads. Lead Assassin Rouf to the other barrels in the area, particularly any Slag ones you find, and use them to your advantage.

WASTE ASSASSIN ONEY

Pick up the Assassins Orders ECHO device to learn the history of the Assassins, and then climb the steps toward the large steam generators. Assassin Oney eventually emerges from the large door to the north, across the bottomless chasm beyond the railing. Note that while there are a couple of lootable containers on the pipes down below, there is no way back up if you decide to leap for them. Once again, the battle with Oney is preceded by an assault from myriad Suicide Psychos, Nomads, Burning Psychos, and Crazed Marauders. Stick to the southern, slightly elevated platform to funnel the enemies up the narrow steps. It's also possible to run and leap from the railing alongside the generator to reach the pipe near the Cult of the Vault symbol. This doesn't offer any cover from gunfire or throwing axes, but it does provide you with a great angle of attack to shoot down foes on the lower level.

Keep the pit between yourself and Assassin Oney at all times to maximize your chances of survival.

Assassin Oney reveals himself alongside a duo of Suicide Psychos. Quickly lob a grenade or put your Action Skill to use to eliminate the Suicide Psychos, then focus on Assassin Oney. He is akin to a Badass Nomad, complete with a shield that he often tries to hide behind. He's equipped with a high-powered shotgun, which makes all the more reason to go after him with a sniper rifle, per the bonus objective's requirement. Snipe him from across the pit in the floor. He'll try to pursue you in one direction or the other. Simply stay out of his range and continue to encircle the pit in an attempt to keep it between you and Assassin Oney at all times.

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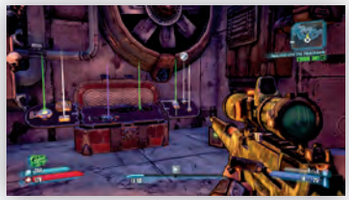
Assassin Rouf is positively lethal with his sniper rifle, so it's essential that you either stay on the attack and keep him under duress or that you take cover. Don't get caught in the open! Pick up the final ECHO Recorder and return to the Sanctuary Bounty Board for your reward.



The weapons chest located beyond the gate always contains a purple-quality weapon, typically a Maliwan SMG!

Boss Run

CHALLENGE!

Think you can kill all four Assassins in 10 minutes? This is a great Challenge to aim for on a return visit, perhaps once you're a few levels above that of the mission or when you have a couple of human allies alongside you. Increase your chances for success by selecting your gear and making all ammo purchases before you enter Southpaw Steam & Power. Since you'll most likely have completed the mission previously, the bonus objectives won't be in play. But you should ignore them even if they are active, as such objectives needlessly complicate your race against the clock. The timer begins the moment you enter the facility. Although you can exit and restart the internal timer before killing Wot, you'll need to wait at least 15 minutes for the enemies to repopulate if you fail the Challenge after having killed any of the assassins.

Bad Hair Day

STYLE IS EVERYTHING.

MISSION BRIEFING

Sir Hammerlock asked you to find some bullymong hair so he may decorate his hat with it. In order to collect the hair from the bullymongs, you'll have to weaken them with gunfire, then finish them off with a melee attack.

Availability: Speak to Sir Hammerlock in Liar's Berg after completing "This Town Ain't Big Enough."

Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
5	$15	362	Sniper Rifle (Green)

MISSION REWARD: CLAPTRAP

LEVEL	MONEY	XP	GEAR
5	$15	362	Shotgun (Green)

Gateway Harbor

Sir Hammerlock has decided that his hat is sorely lacking for some bullymong hair, and being that it's been quite some time since Liar's Berg has hosted a proper haberdasher, he's asking you to improvise. The Gateway Harbor area of Southern Shelf is home to no less than four distinct bullymong dens. One is located south near the entrance to Southern Shelf Bay, whereas the three others are located far out on the ice to the west (areas highlighted on the in-game minimap). No matter which den you approach, you're bound to encounter all manner of bullymongs, ranging from Monglets to Adult bullymongs and the dreaded Bullymong Slingers.

The key to collecting bullymong hair is to use your guns (or grenades) to sufficiently weaken—but not kill—the bullymongs. The only way to harvest the bullymong hair is to deliver the fatal damage with a melee strike. There are more than enough bullymongs to go around, so don't worry if you do inflict fatal gunshot damage in the heat of the battle. After all, you only need to collect the hair from four bullymongs.

This Bullymong Slinger is good and weak—perfect for cutting down with this bladed pistol!

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MULTI-TASKING HAIR COLLECTORS

It's possible to collect the requisite bullymong hair while working on the "Shielded Favors" quest—there is a bullymong den just south of the fuse that you'll need to collect during that quest. Similarly, those heading out onto the ice sheet to the west will encounter a few Marauders down the hill from Liar's Berg. One of these bandits—a Marauder or Psycho—will drop an ECHO Recorder that unlocks the "Handsome Jack Here!" quest once found.

Check your inventory to see if you have a bladed weapon that offers enhanced melee damage. If so, be sure to equip it even if only to administer the fatal blow. This might keep you from having to swing away several times to finally kill the bullymong. A blue waypoint icon highlights any dropped bullymong hair.

Pick up the bullymong hair before you lose it in the chaos of subsequent bullymong battles.

As you collect the hair, you'll hear Claptrap and Sir Hammerlock vie for your attention in hopes of convincing you to trade the bullymong hair to one over the other. If you need a shotgun, give it to Claptrap. If you prefer a sniper rifle, then give it to Sir Hammerlock. At this point in the journey, unless you either strongly dislike sniping or are playing as Salvador, opt for the sniper rifle reward from Sir Hammerlock. That said, giving the bullymong hair to Claptrap does have the added bonus of seeing him sport the hair as a mohawk, just as Sir Hammerlock jokingly predicted.

Even if you prefer a sniper rifle, it may be worth giving the hair to Claptrap just to see him in a mohawk!

Bandit Slaughter: Round 1

CAN YOU SURVIVE THE BANDIT CIRCLE OF SLAUGHTER?

MISSION BRIEFING

You've found Moxxi's first Circle of Slaughter, run by a bandit named Fink. Fink's Slaughterhouse is, perhaps unsurprisingly, full of murderous bandits. You'll have to survive five separate rounds, each with multiple waves of enemies.

Availability: Talk to Fink at Fink's Slaughterhouse after "Rising Action."
Unlocks: "Bandit Slaughter: Round 2"

MISSION REWARD: FINK

LEVEL	MONEY	XP	GEAR
17	$617 ($925 with Bonus)	1451	—

ARENA BATTLES

The five "Bandit Slaughter" missions are non-stop arena battles consisting of three to five waves each. The only way to complete each of these missions is to eliminate every enemy in each wave without dying. These battles can be completed either solo or as a team. The tactics outlined in the following mission descriptions are geared to help solo players who already have a firm grasp of the combat system.

Use the vending machines in the lobby to fully stock up on ammo and to sell the numerous weapons you'll be collecting between fights. The doors to the arena stay open until you press the button on the central platform. Use this time to familiarize yourself with the map, collect any loot left over from a previous fight, and position your team if playing cooperatively.

Fink's Slaughterhouse

The first wave primarily consists of Marauders, Goliaths, and Nomads and feels like any of the large skirmishes you've endured reaching this place. Avoid using any grenades during this wave, as they'll come in handy later. Snipe as many Marauders from the central platform as you can before being chased off. It certainly pays to have a Fire weapon on hand, along with a weapon that can Slag an enemy. This combination works wonders throughout all five rounds.

The second wave typically introduces Badass Marauders to the mix. These enemies are far more resilient than normal Marauders and almost always have a shield. Though you may want to switch to a Shock weapon if they're the only foe left, it's best to just let them burn. It's also worth not wasting too many sniper rifle bullets on them in an attempt to kill them with a Critical Hit (toward the bonus objective). Save the critical kills for the lesser enemies.

The third wave commonly introduces Badass Goliaths armed with massive Gatling guns. Depending on how many other enemies are left standing, it's often worth targeting their heads right away. This causes them to toss aside their giant gun in favor of enraging. The one thing you don't want to do is enrage one when it's the only enemy left. Instead, seek out some cover, and pepper them with fire bullets to ignite them. This technique buys you time to relocate to a safer position while still inflicting damage.

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Bandit Slaughter: Round 2

READY FOR ROUND TWO?

MISSION BRIEFING

You've found Moxxi's first Circle of Slaughter, run by a bandit named Fink. Fink's Slaughterhouse is, perhaps unsurprisingly, full of murderous bandits. You'll have to survive five separate rounds, each with multiple waves of enemies.

Availability: Talk to Fink at Fink's Slaughterhouse after "Bandit Slaughter: Round 1."
Unlocks: "Bandit Slaughter: Round 3"

MISSION REWARD: FINK

LEVEL	MONEY	XP	GEAR
17	$617 ($925 with Bonus)	1451	—

Fink's Slaughterhouse

Things start to heat up a little in the second round, as you're likely to encounter Psychos and Shock-Nomadics along with the always-pesky Rat Thief. The latter aren't necessarily concerned with hurting you, but they do steal money, weapons, and even ammo and Eridium from your Backpack. Take them down, and quickly gather up all of the loot they have stolen from you. Note that you must manually pick up any stolen money.

One of the biggest threats during Round 2 comes from the plethora of Suicide Psychos you're likely to encounter. Monitor the minimap closely at all times and watch for fast-moving red blips, as they're either Psychos or Suicide Psychos and it's best to not take any chances. Turn in their direction and backpedal away as fast as you can—and don't forget that the grenade they drop upon death is still live!

Each wave typically ends with just two or three tougher foes. This is the most dangerous time because it becomes that much harder to get a Second Wind if you get knocked down. Be ever mindful of your shield and health levels, as well as your position in the arena versus that of the remaining enemies, and anticipate when you might be downed, making timely use of your Action Skill or a grenade.

Getting downed with nothing but a healthy Badass Midget in the vicinity? The odds of you getting a Second Wind aren't too high.

Bandit Slaughter: Round 3

ROUND THREE OF THE BANDIT SLAUGHTER AWAITS!

MISSION BRIEFING

You've found Moxxi's first Circle of Slaughter, run by a bandit named Fink. Fink's Slaughterhouse is, perhaps unsurprisingly, full of murderous bandits. You'll have to survive five separate rounds, each with multiple waves of enemies.

Availability: Talk to Fink at Fink's Slaughterhouse after "Bandit Slaughter: Round 2."
Unlocks: "Bandit Slaughter: Round 4"

MISSION REWARD: FINK

LEVEL	MONEY	XP	GEAR
18	$692 ($1038 with Bonus)	1604	—

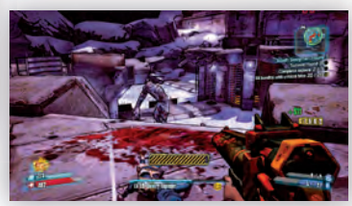
Fink's Slaughterhouse

The third round of Bandit Slaughter is likely to have more Goliaths and Badass level enemies than the earlier rounds, but it also has many Psychos and Rats. It's going to become more important for you to stay on the move, as the number of enemies spawning from multiple corners of the map makes it difficult to camp one spot of the map. Fortunately, not all of the adversaries are as fast as others are. Since the slower foes are typically deadlier—Suicide Psychos aside—it's relatively easy to sprint and jump between the different elevations of the map to avoid the Lab Rats and Nomads. This allows you to thin the number of Psychos, Rat Thieves, Tunnel Rats, and Marauders so you're not being constantly encroached upon.

Shotguns are perfect for scoring Critical Hit kills against Psychos.

Though the number of enemies is increasing, so is the requirement for the bonus objective. Sniper ammo is going to start to become an issue in the third round, particularly if you're using a Dahl sniper rifle that fires in burst whenever using the scope. Remember that you can always aim high with a shotgun, pistol, or any other weapon and still score a Critical Hit.

The bi-level design of Fink's Slaughterhouse makes it possible to use the elevation changes to your advantage. For starters, it often helps for Axton to deploy a Sabre Turret either on the central platform or down below it, whichever is opposite where he's standing. This allows him to shoot from another angle and effectively catch enemies in crossfire (this technique also works well for co-op play). You can also use the elevation to trap enemies as they ascend the stairs. A big part of succeeding in the final rounds lies in your ability to effectively use the landscape against your attackers. The slow-moving Lab Rats are perfect for this.



Guide the Lab Rats around the lower level, then wait for them atop the stairs and fire away!

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Bandit Slaughter: Round 4

YOU'VE SURVIVED THREE ROUNDS, BUT THIS IS WHERE THINGS GET REALLY INTENSE!

MISSION BRIEFING

You've found Moxxi's first Circle of Slaughter, run by a bandit named Fink. Fink's Slaughterhouse is, perhaps unsurprisingly, full of murderous bandits. You'll have to survive five separate rounds, each with multiple waves of enemies.

Availability: Talk to Fink at Fink's Slaughterhouse after "Bandit Slaughter: Round 3."
Unlocks: "Bandit Slaughter: Round 5"

MISSION REWARD: FINK

LEVEL	MONEY	XP	GEAR
18	$692 ($1038 with Bonus)	1604	—

Fink's Slaughterhouse

The fourth round is, indeed, where things start to get really interesting. For starters, there are now four waves instead of three. This may seem like plenty of time to rack up the 35 critical kills needed to complete the bonus objective, but not all of the enemies are as conducive for headshot kills as earlier. The other big tweak is that you'll now be squaring off against Buzzards and their accompanying Airborne Marauders!

Stay under cover until the Buzzards fly off after deploying the Airborne Marauders.

The very first wave of Round 4 begins with the arrival of several Buzzards. Immediately take cover on the ground level in the darkened area near the stairs to avoid being bombarded by their rockets. Aim for their engines if you can; otherwise, let them drop off their Airborne Marauders and stay under cover until the other enemies spawn and the Buzzards vacate the area.

Ammunition starts to become even more of an issue in this round, and it's important to not waste too much sniper ammo on the tougher enemies if you're trying to get the bonus objective. Nomad Torturers surprisingly provide an easy solution to this problem. Simply aim for the Midget Psycho strapped to the shield for a relatively easy one-shot Critical Hit kill. Chew up most of the Nomad's health with other weapons, then switch to your sniper rifle for the final headshot.

It can be particularly tough to get a Second Wind on the latter waves of these final rounds, but there is an easy solution that comes via a rocket launcher. Though you may be reluctant to assign one of your three weapon slots to a rocket launcher from the start (if you are doing this mission when first available), it's definitely worth swapping out your sniper rifle for the rocket launcher once you've completed the bonus objective. Resist the urge to use it except during Fight For Your Life. No one would blame you for using it against a group of Badass enemies or Goliaths, but make sure you reload it before swapping to another weapon. The only thing worse than not having a rocket launcher to swap to is swapping to one that is out of ammo.

Bandit Slaughter: Round 5

WELCOME TO THE LAST ROUND OF THE BANDIT SLAUGHTER. HOPE YOU'RE READY.

MISSION BRIEFING

You've found Moxxi's first Circle of Slaughter, run by a bandit named Fink. Fink's Slaughterhouse is, perhaps unsurprisingly, full of murderous bandits. You'll have to survive five separate rounds, each with multiple waves of enemies.

Availability: Talk to Fink at Fink's Slaughterhouse after "Bandit Slaughter: Round 4."
Unlocks: —

MISSION REWARD: FINK

LEVEL	MONEY	XP	GEAR
20	($346 with Bonus)	1929	Assault Rifle (Blue)

Fink's Slaughterhouse

The fifth and final round of Bandit Slaughter is going to be tough, but it becomes much more manageable with proper preparation. For starters, though it's certainly possible to unlock this mission during your first visit to The Fridge, it's better that you come back to tackle Round 5 *after* you've completed "Bright Lights, Flying City." The reason for this is twofold: first, you receive the SDU that grants a fourth weapon slot as a mission reward. Secondly, you likely have a lot of Eridium to spend back in Sanctuary, and the extra ammo SDUs really come in handy during Round 5.

Give your equipment a lot of thought before heading into battle. Consider a class mod that increases Fight For Your Life time, or a shield that has a high capacity *and* has a chance to absorb bullets. Similarly, a Transfusion grenade could prove invaluable, especially if it spawns child grenades. As for weaponry, it really does pay to have at least one Slag and one Fire weapon. A high-powered Jakobs pistol with a large magazine could also come in handy. Lastly, equip the rocket launcher with the biggest magazine you can find, and refrain from using it unless absolutely necessary—it could be the only thing that saves you from bleeding out in the final waves.

Bandit Slaughter: Round 5
Survive round 5
Complete waves: 1 / 5
Kill bandits with critical hits: 7 / 50
FIGHT FOR YOUR LIFE!
BANDIT

Rocket launchers go a long way toward getting you a Second Wind.

Surviving this battle also requires skilled, efficient use of your Action Skill. Zero can get away with using his fast-activating Deception as frequently as it becomes available. Maya's Phaselock skill also has a very short cooldown and can be used over and over, as well, though some thought should be given to the skill points you have allotted in order to maximize the impact (for example, targeting an enemy in a crowd to take advantage of Helios).

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Those playing as Salvador should treat Gunzerking as a last-ditch survival tactic for use whenever his health starts to get low. Lastly, Axton's Sabre Turret should be used much the same way as Gunzerking—deploy it whenever you think you might be downed. It's also worth using the Sabre Turret for tactical advantage in difficult fights, especially since it tends to attract enemy attention much like Deception. Just make sure to "reclaim" the turret as soon as it's no longer necessary, as this can shorten the cooldown considerably.

Be sure to reclaim the Sabre Turret as soon as it's no longer necessary.

The fourth wave always contains a squadron of Buzzards. Get under cover, and snipe their engines!

Bearer of Bad News

ROLAND'S FRIENDS NEED TO KNOW WHAT HAPPENED TO HIM.

MISSION BRIEFING

Handsome Jack murdered Roland. His friends, both within Sanctuary and without, have not yet been notified. Mordecai has asked you to break the news to them.

Availability: Talk to Mordecai in Sanctuary after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: MORDECAI

LEVEL	MONEY	XP	GEAR
25	—	2858	Assault Rifle (Blue)

Sanctuary

Mordecai has asked that you make the rounds and let Roland's friends here in Sanctuary know what happened to him. They deserve to hear it from someone who was there rather than through the city's rumor mill. Take a walk around town and speak to Scooter, Dr. Zed, Marcus, and Moxxi to bear the bad news. Once you've spoken to each of them, head back to Crimson Raiders HQ and speak to Tannis and Brick, as well.

Mordecai is really grateful for all you've done so far and knows that Roland really believed you'd be the one to stop Handsome Jack. And for that, he wants you to help yourself to Roland's Armory. Descend the stairs to the laundry machines, and open the previously locked gate to access the red Dahl chest. What was once Roland's is now yours. Speak to Mordecai after you've raided the chest.

CORROSIVE HAIL

ATTRIBUTE	RATING
Damage	143
Accuracy	91.1
Fire Rate	9.7
Reload Speed	2.7
Magazine Size	37
Chance to Corrode	6.0%
- Highly Effective vs. Armor	

**Actual stats and modifiers may vary.*

VLADOF

BREACH SCORPIO

ATTRIBUTE	RATING
Damage	246
Accuracy	91.6
Fire Rate	6.4
Reload Speed	2.8
Magazine Size	34
- Burst fire while zoomed	
- +50% Melee Damage	

**Actual stats and modifiers may vary.*

DAHL

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Best Mother's Day Ever

WHAT'S IN THE BOOOOOOX?!

MISSION BRIEFING

You've found a Mother's Day present. Unfortunately, it can only be opened with the fist-print of the man who bought it. If you wanna see what's inside the box, you'll have to track down Taggart's fist.

Availability: Gift box dropped by a Stalker in The Highlands after "Stalker of Stalkers."
Unlocks: —

MISSION REWARD: TAGGART'S CHEST

LEVEL	MONEY	XP	GEAR
16	—	2611	Shield (Purple)

BFFs

IT'S A TRUXICAN STANDOFF!

MISSION BRIEFING

Four small-time thugs are arguing over who stole a large group of the group's money. Only ONE of the thugs is telling the truth. The rest are lying. You must work out who stole the money and shoot the lying bastard.

Availability: Speak to Sam Mathews in Sanctuary after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: SAM MATTHEWS

LEVEL	MONEY	XP	GEAR
25	($764 with Bonus)	2858	Shield (Blue)

The Highlands

Complete the "Stalker of Stalkers" mission and continue to hunt down stalkers throughout The Highlands until one drops Taggart's Gift for Mom. This item can drop from any stalker, including those all the way across the map near the Isotope Reclamation Tower. It's best to eradicate the stalkers near Hunter's Bane in hopes of finding the mission item close by the area it involves.

So, you want to find out what's in the booooooox? Venture deeper into the cave near Hunter's Bane to locate Henry's minions, six Ambush Stalkers that attack with tremendous ferocity. Use a combination of Shock and Explosive or Fire weaponry to deactivate their cloaking ability and to quickly finish them off. Killing the minions draws Henry out of hiding.

As you learned from the ECHO Recorders obtained during "Stalker of Stalkers," Henry is not to be trifled with. This powerful, massive stalker has considerable shield and health reserves, and he attacks with reckless abandon. Making matters more difficult is the presence of other stalkers. It's extremely wise to attack Henry with Shock weapons if you have them on hand. Henry is capable of recharging his shields, so keep the pressure up and aim to set him aflame or awash in Corrosive spray to inflict steady damage over time. Doing so makes it impossible for Henry's shields to recharge.

Once dead, Henry drops Taggart's Fist. Use this severed fist to open the gift box and retrieve the Mother's Day gift and complete the mission. If only Taggart himself were here to see you now…

Sanctuary

Three of the thugs are lying, but only one is wearing a money bag on their back!

Four friends are holding each other at gunpoint down near Scooter's Garage because one of them had stolen the group's money. Question each of the four friends in order to maximize your reward—talking to each friend is its own simple bonus objective—and then accuse one of them of taking it.

Though it may sound as if more than one of the thugs is telling the truth, only one of them is being honest with you. In fact, you're actually better off not listening to what the thugs have to say but going instead by what you see. And what you should notice is that Jim Kepler has a backpack with a large dollar sign on the back of it. Speak to all four friends, then turn and shoot Jim Kepler, as he's the guilty party (O'Cantler was the only one being honest).

LOVE THUMPER

ATTRIBUTE	RATING
Capacity	520
Recharge Rate	85
Recharge Delay	212.10
Roid Damage	+345
- When depleted, melee attacks deal bonus Roid Damage	

**Actual stats and modifiers may vary.*

BANDIT

MAYLAY ORDER

ATTRIBUTE	RATING
Capacity	1929
Recharge Rate	160
Recharge Delay	4.90
Roid Damage	+31172
- When Law is in your hands, any Melee Damage you deal also heals you	
- When depleted, melee attacks deal bonus Roid Damage	

**Actual stats and modifiers may vary.*

BANDIT

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Breaking the Bank

BRICK WANTS TO ROB A BANK. WHAT ELSE DO YOU NEED TO KNOW?

MISSION BRIEFING

Lynchwood has a bank. Brick has decided that banks were built for one reason only: to be robbed.

Availability: Lynchwood Bounty Board after "The Once and Future Slab."
Unlocks: "Showdown"

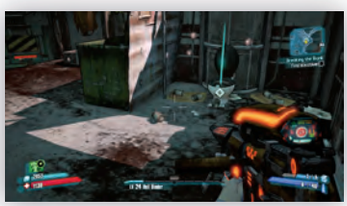
MISSION REWARD: LYNCHWOOD BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
24	4 Eridium	5319	—

Lynchwood

The Sheriff keeps the money she gets from the Eridium mining operation in the Lynchwood bank, a secure facility just steps from the train station. The first step in robbing the bank is to case the joint. Exit the train station, and make your way to the left. The area is likely crawling with more than a few bandits, so take your time and eliminate any who get in your way. Consider walking beneath the raised floor of the bank to maximize your cover. Approach the north side of the bank to see the heavy locks on the vault door.

The first step in a successful bank robbery is to scout the security system: you're up against some heavy locks!



Just reach into the toilet and grab the laxatives. It's best to not think about this too much.

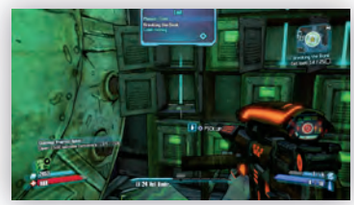
You're forgiven if you find Brick's prescribed explosives a bit unorthodox, but there's a method to his madness that becomes clear soon enough. First, you need to find some laxatives. Make your way up the nearby stairs, and leap across to the roof of the building just north of the bank. There's a rooftop toilet on the building nearest the cave leading to Gunslinger's Corner—find the toilet, and you'll find your laxatives!

Now it's time to get the explosives you'll need to blow the door open. Head south from Main Street and ride the elevator up to Death Row Refinery. Make your way to the western edge of the refinery to draw Mad Dog out of hiding. Mad Dog attacks amongst numerous rats, but he can be put down with relative ease provided you're packing some Fire weapons. Kill any Lab Rats that attack but focus your firepower on Mad Dog to force him to drop his stash of dynamite.

Fire weapons work exceptionally well against Mad Dog and his accompanying rats.

Fight your way north toward the Grinders area. This way is crawling with rats of all kinds, as well as several Armored Skag Riders. Target the riders over the skags to unlock the Look Ma, No Hands Challenge. And remember to use Corrosive weaponry against these armored creatures—it's not just for Hyperion Loaders! Locate the abandoned mine tunnel on the north side of the area, near the flaming barrel, and place the bomb down in the spot marked. Now, coat the bomb with the laxative you collected. A Pup Skag that lives in the mine tunnel comes out and ingests the volatile concoction, then promptly evacuates it from its system. Pick through the skag pile to find the Bile Bomb—now you're ready to rob a bank!

Follow the lone rail to the Pup Skag's home, and place the bomb and laxative out in front for it.



Cash money and lots of it!

Bring the Bile Bomb back to the bank and place it on the locked vault door to blow the bank open. This certainly attracts the Sheriff's attention, but there's little she can do at this point. Enter the bank and open each of the 25 deposit boxes inside the bank to collect all of the loot. Gather all 25 bundles of money, then sprint east through Main Street and up the stairs toward the quarry above town. Use your Action Skill to dispatch any attackers on the stairs, and brace yourself for an attack by the Sheriff's Posse—multiple Armored Skag Riders!

Place the money in the hiding spot, and then bury it. Don't forget to bury it!

Brick has updated your ECHO minimap with three locations where he wants you to stash the money; he'll collect it later. Take up an elevated position and rain Corrosive attacks down on the Sheriff's Posse and the Armored Skags they ride upon. It's better to take your time clearing out the Sheriff's Posse from afar than it is to risk being killed while burying the evidence. With the Sheriff's Posse slain, you'll be free to bury the loot in relative calm. The first hiding spot is beneath the rock chute on the east side of the quarry. Hiding the money is a two-step process. First, you need to lay the money in the spot marked—often the inside of a partially buried tire—and then you need to cover it up. Don't just lay the money down and run away, as that won't count! Return to the Lynchwood Bounty Board as soon as you've hidden the money in the three hiding spots.

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Capture the Flags

TIME TO WIPE THE SAWTOOTH BANDITS OFF THE MAP!

MISSION BRIEFING

In their long-running war against Mortar's Sawteeth clan, the Slabs have never captured any of Mortar's territory. Brick is hoping you will change that. If you can raise three Slab flags on Mortar's turf in Sawtooth Cauldron, the Slabs' awesomeness as a bandit clan will be solidified.

Availability: Talk to Brick in Sanctuary after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: BRICK

LEVEL	MONEY	XP	GEAR
26	—	6126	Skin Customization (Green)

Sawtooth Cauldron

Now that you're an honorary member of the Slabs, Brick wants you to head to Sawtooth Cauldron and conquer some territory. The Sawteeth Clan currently has control over three areas in Sawtooth Cauldron: Sawtooth Stilts, Scalding Remnants, and Main Street Reservoir. Brick tasks you with locating the generators in each of these places and using them to raise Slab flags over each area.

Place the flag in the green area, then pull the lever on the right to begin taking the territory.

Crouch behind the metal barriers on the walkway for cover and use all manner of grenades and heavy weaponry to beat back the enemy rush.

Start with the flag at Sawtooth Stilts. Use the Fast Travel station to reach Sawtooth Cauldron, and take a running leap off the cliff near the entrance to drop into Sawtooth Stilts to the north. Locate the generator in the northeast corner of the area and place the Slab flag on the pole. Pull the lever on the generator to start the flag's slow ascent. Now it's up to you to defend the generator from the Sawteeth clan's attacks. They'll do their best to swarm your position in hopes of killing you and knocking out the generator. Use the cover on the nearby walkway for protection, and unload your heavy firepower and grenades to keep the attackers at bay. It takes roughly a minute to raise the flag, but the Sawteeth typically knock the generator out at least once. Don't worry about it if they do; just run over and pull the lever to restart the generator. Continue defending the generator until Brick alerts you that the flag has reached its apex. Then turn your guns at the generator itself and destroy it before the Sawteeth can try to raise their flag in your place. A couple of rounds ought to do the trick!

Head due west from Sawtooth Stilts to enter the Scalding Remnants district and carefully cross the Thresher-infested shallows to the generator near the dock to the west. Avoid killing too many Threshers, as they may help you defend the generator from the Sawteeth clan's many Marauders. Quickly place the flag and start up the generator before the Threshers make life too difficult for you. Take cover near the generator, and focus your firepower on the Buzzards overhead. Use your Action Skills and Corrosive weaponry against the Buzzards, and let the Threshers do their best to eviscerate any Airborne Marauders that touch down. Defend the flag-raising generator until the flag is in position, then turn your attention on the generator and destroy it just as you had done previously.

Buzzards are highly vulnerable to Corrosive attacks.

The third and final flag-raising generator is on the eastern edge of the Main Street Reservoir. The quickest way there from Scalding Remnants is to fight your way through Cramfit's Foundry and down along the bandit-laden main drag of Main Street Reservoir. The enemies you eliminate en route to the flag-raising generator amount to fewer that can attack the generator, so it pays to move carefully and wipe them out as you make your way through the settlement. As with Scalding Remnants, the watery area of Main Street Reservoir (and even the hills to the east) is crawling with Threshers. Stick close to the southern boundary of the region, just beyond the generator, and focus your firepower on the Buzzards that attack. Once again, the Threshers in the area should help repel any Marauders or Goliaths that attack on foot. Destroy this third and final generator once the flag is in position, and return to Brick.

Stick to the rocks behind the generator and the fence line to the south to get as far from the Threshers as possible.

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Clan War: End of the Rainbow

HEARTS, STARS, AND HORSESHOES...

MISSION BRIEFING

The Zaford clan has a secret location where they stash their dirty money. Jimbo Hodunk wants you to track the Zafords' bagman after he leaves family headquarters, secretly follow him to the stash location, and then loot all the cash inside.

Availability: Interact with the Hodunk Dead Drop after completing "Clan War: Reach the Dead Drop."

Unlocks: "Clan War: Trailer Trashing"

MISSION REWARD: JIMBO HODUNK

LEVEL	MONEY	XP	GEAR
16	($55 with Bonus)	2611	Shotgun (Blue)

Clan War: First Place

FAST CARS. REDNECKS. EXPLOSIONS. JUST ANOTHER DAY ON PANDORA.

MISSION BRIEFING

With the clan war kicked into high gear, Mick Zaford has asked you to crash the Hodunks' beloved auto race and use explosives to destroy every car on the track.

Availability: Talk to Mick Zaford after completing "Clan War: Starting the War."

Unlocks: "Clan War: Reach the Dead Drop"

MISSION REWARD: ELLIE

LEVEL	MONEY	XP	GEAR
16	$275	2611	Shotgun (Green) or Grenade Mod (Green)

The Holy Spirits

The Hodunks have asked you to follow the bagman to the Zaford clan's secret money stash. Descend the stairs to the main floor of The Holy Spirits and wait near the bar for the bagman to make his appearance—he's the leprechaun the Hodunks referred to. Watch the bagman open the locked door beside the bar, and stealthily follow him through the storeroom. Make sure to remain out of sight at all times, as he's a skittish little fellow. Keep your distance, and don't make any sudden or loud movements. Wait for him to drop down the hole around the corner, then follow after him several seconds later.

Locate the bagman, and do your best to follow him without being detected.

Drop into the cave and slowly, cautiously, head up the path after him. The cave winds its way uphill and around the corner to the right, but you must make another small drop to continue on. Give the bagman several seconds to get ahead so he doesn't notice you jumping down after him. Wait for the bagman to begin rummaging in the money boxes at the end of Wee Ale Cavern, then open fire on him. He won't mount much of a fight, but he does pack a sizable shield. Use Shock weapons to drain his shield, then set him aflame. The bagman then drops his key along with some money. Gather up the key and cash, and take a moment to loot the 10 nearby chests (and many boxes) for additional money.

Use the bagman's key to unlock the exit. A ramp soon lowers into position, affording you a way to the higher ledge, right near a rare chest. Continue the clockwise lap through the cave and climb the ladder back to the storeroom. Mick and the other Zafords won't have any idea you just wasted his only surviving son. Hop back into your Light Runner, and return to Jimbo Hodunk in The Dust for your reward.

You'll need to use the key to escape Wee Ale Cave, as there aren't any ladders leading back out the way you came.

The Dust

Mick Zaford has a devilish plan on how to get back at the Hodunks, and he needs your help. Follow him into the basement of The Holy Spirits and collect the four sticks of dynamite in the crate. Return to your vehicle and drive back to the Hodunk Speedway in The Dust. They've got a big race coming up, and you're going to use the dynamite to blow the track sky-high!

Follow Mick into the basement and collect the dynamite before leaving The Holy Spirits.

Drive around the track until you reach several flights of stairs on the left. Climb the stairs and cross the pedestrian bridge to the small shack where the Hodunk pyrotechnician is set up. Head out onto the bridge and place a stick of dynamite onto each of the four boxes of fireworks. Climb the ladder back from the bridge to the couch where the pyrotechnician is located and put a bullet in his head. This way, there won't be any witnesses to your conniving.

The race is about to start! Stand by the detonation plunger and wait for the cars to make their way around the track to the bridge, then detonate the explosives as all three cars are in view. Head back the way you came, climb into your Light Runner, and make a dash for Ellie's Garage to turn in the mission.

CHALLENGE!

If You're Not First, You're Last

This Challenge can only be accomplished after you complete this mission and turn it in to Ellie. Return with a Light Runner and, hopefully, the Afterburner Relic she gave you for completing the "Positive Self Image" mission. Accelerate toward the flags at the start of the track and turbo up the hill and through all straightaways. Be careful in the hairpin turns at the top of the hill and the one heading onto the bridge. Turbo off the bridge and finish the lap in under 25 seconds to complete this Challenge.

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Clan War: Reach the Dead Drop

THE HODUNKS ARE READY TO MAKE THEIR NEXT MOVE AGAINST THE ZAFORDS. ARE YOU?

MISSION BRIEFING

Tector Hodunk has asked you to retrieve a dead drop, which he's left for you out in The Highlands, that details your next move in the ongoing Hodunk/Zaford clan war.

Availability: Talk to Jimbo Hodunk after completing "Clan War: First Place."
Unlocks: "Clan War: End of the Rainbow"

MISSION REWARD: HODUNK DEAD DROP

LEVEL	MONEY	XP	GEAR
16	$55	261	—

The Dust

Jimbo and Tector Hodunk have a plan for getting back at the Zafords, and the first step requires you to travel to the dead drop to receive your orders. Hop back into the Light Runner and speed back across The Dust to the entrance to The Highlands. Once there, return to Overlook and enter The Holy Spirits bar. Make your way up the stairs to the second floor, and locate the ECHO Recorder on the floor beneath the table. That's the dead drop, and it contains your next instructions.

Don't forget to yell "Yee-haw" in honor of the Hodunks as you let fly off some sweet jumps.

One of the Hodunks' men managed to sneak this ECHO Recorder into The Holy Spirits.

Clan War: Starting the War

WANNA START A CLAN WAR?

MISSION BRIEFING

Two bandit clans have been a thorn in Ellie's side: the Zafords and the Hodunks. She has concocted a plan to start a war between the two families: all you need to do is cause a ruckus at each clan's home base in The Highlands and The Dust, then leave the emblem of the opposing clan in the wreckage. With any luck, they'll be killing each other off by sundown.

Availability: Sanctuary Bounty Board after completing "Bright Lights, Flying City."
Unlocks: "Clan War: First Place"

MISSION REWARD: MICK ZAFORD

LEVEL	MONEY	XP	GEAR
16	$551	2611	Assault Rifle (Green) or Pistol (Green)

The Dust

Head out to Ellie's Garage in The Dust and speak to Ellie about getting the clan war started. Her plan is simple: you're going to blow up what each clan holds most dear, and then leave the rival clan's calling card at the scene. Head around to the side of her garage and take the sticks of dynamite from the windowsill. Continue toward the scrapyard behind the garage and collect the Hodunk emblem from the hood of the red car on the right and the Zaford Emblem from near the green van on the left.

Place the dynamite at the base of the billboard to destroy the Hodunks' prized possession.

Climb aboard a Light Runner and drive the items you found over to the Hodunk Speedway, due south of Ellie's Garage. Place the dynamite near the base of the billboard with the giant tire on it, and stand back. The explosion won't just ruin the sign, but the tire will smash through the gate to the Hodunk Speedway area (now you can access the racetrack). Several Hodunk Grunts attack, but pay them no mind. Run up to the wreckage and place the Zaford emblem on the nearby rocks.

Hop back into the Light Runner and head west across The Dust to the entrance to The Highlands. Once there, drive south to the road and follow it around the bend to the town of Overlook. The Zafords run a bar on the edge of town called The Holy Spirits. Place the dynamite on their beloved whisky still, and watch their production come to a halt. Position the Hodunk emblem on what's left of the still to place the blame squarely on the Hodunks. Mick Zaford, the leader of the Zaford clan, sends word that he's looking for someone to help him get even with the Hodunks. Enter The Holy Spirits, and speak to the man in the green hat to complete the mission.

You'll find Mick Zaford inside The Holy Spirits. Face him to collect your reward and initiate the next mission.

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Clan War: Trailer Trashing

MICK ZAFORD WANTS THE DUST TO RUN RED WITH HODUNK BLOOD.

MISSION BRIEFING

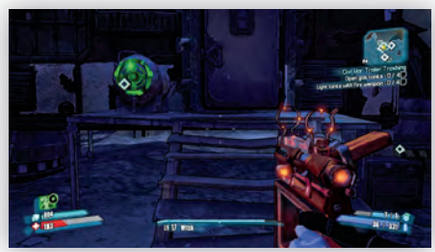
Following the death of his son, Peter, Mick Zaford has grown vengeful. He's asked you to head to Hodunk territory and destroy their mobile homes, ideally at night while they are sleeping.

Availability: Talk to Steve after completing "Clan War: End of the Rainbow."
Unlocks: "Clan War: Wakey Wakey"

MISSION REWARD: STEVE

LEVEL	MONEY	XP	GEAR
16	$137 ($412 with Bonus)	2611	SMG (Green) or Rocket Launcher (Green)

The Dust



Arrive at night for bonus money, and set to opening the gas tanks on each of the four trailer homes.

Mick Zaford will ECHO you a command you can't refuse: meet his contact Steve out in The Dust near the entrance to The Highlands for instructions on immediate retaliation. Steve is located near the New-U station, and he's dressed to look nothing like a Zaford, so don't be surprised when you see him. Mick pays you a bonus if you arrive at night, so consider heading over to Ellie's Garage to wait for the sun to fall. You'll need a Fire-based weapon to complete this mission, so use this time to get one if you're currently without.

Drive to the entrance to Hodunk Speedway and locate the gas tanks on the side of each of the four trailers. Mick wants you to open each of the tanks to create a leak, then open fire on them to blow the trailers to bits. Yes, this will cause tremendous damage and claim numerous lives, but it's a small price to pay for escalating the clan war. Though it's possible to open and shoot each tank one by one, the Hodunks are going to wake from their sleep and try to defend their property as soon as the first tank is detonated. Make things easier for yourself by sneaking around and opening all four gas tanks first, then set about detonating them with your Fire weapon. Ignore any Hodunks who try to shoot at you, and simply drive back across The Dust to Steve to turn in.

Ignore the Hodunks who start to shoot at you and just finish the task: shoot the leaking gas tanks with a Fire weapon, pronto!

Clan War: Wakey Wakey

EVER CRASHED A WAKE?

MISSION BRIEFING

The Zaford clan is holding their annual wake for Lucky Zaford, who was killed by Scooter (an ex-Hodunk) several years ago. Jimbo and Tector Hodunk want you to get drunk, crash the wake, and kill everyone inside.

Availability: Talk to Jimbo Hodunk after completing "Clan War: Trailer Trashing."
Unlocks: "Clan War: Zafords vs. Hodunks"

MISSION REWARD: ELLIE

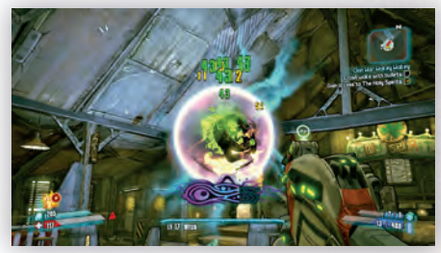
LEVEL	MONEY	XP	GEAR
18	—	3208	Pistol (Blue) or Shield (Blue)

The Dust

Each lager costs $5, and please don't forget to tip.

Jimbo Hodunk wants you to take revenge on the Zafords by crashing the wake for Mick's long-deceased son. But Tector has reason to believe the Zafords aren't allowing in anyone who is sober, so you're going to have to first head to Moxxi's Bar in Sanctuary and down a few lagers. Use the Fast Travel station at Ellie's Garage to get back to Sanctuary, and drink three of the golden lagers from Moxxi.

Fast Travel back to The Holy Spirits before your lager-induced buzz wears off. There are five Zafords inside attending the wake, including the preacher and Zaford bouncers. Mick is nowhere to be seen, but don't let that stop you from completing the mission. Head up the stairs to where you can have an elevated advantage, and open fire on the preacher first. Lob a Fire grenade down at the other Zafords, and put your Action Skills to use. The Zafords are going to strike back hard, and there's a chance you'll take some deadly fire, but don't give up. Try to maintain the upper position if possible; otherwise, take cover behind the bar downstairs. The New-U station in the entryway can help get you back into the thick of it mighty fast.



Combine your Action Skills with plenty of Fire and Corrosive weaponry for maximum results!

Eliminate all of the Zafords in The Holy Spirits, then high-tail it back across The Dust to Ellie at Ellie's Garage. And try not to think about the horrible, horrible thing you just did.

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Clan War: Zafords vs. Hodunks

IT'S TIME TO END THE CLAN WAR. WHO WILL YOU SIDE WITH?

MISSION BRIEFING

The family feud has reached a boiling point. The Zafords and the Hodunks are preparing for a final showdown, and Ellie has asked you to be there. Only one family can survive this battle, and it is up to you to decide which one.

Availability: Talk to Ellie after completing "Clan War: Wakey Wakey."
Unlocks: —

MISSION REWARD: MICK ZAFORD

LEVEL	MONEY	XP	GEAR
18	—	4812	SMG (Blue)

The Dust

The Zafords and Hodunks have finally reached their boiling point and are set to have a showdown at the transit station at the west end of The Dust, near the entrance to Lynchwood. Head over there at once—bring plenty of Fire-based weaponry and explosives if you can—and prepare to choose a side. Each clan has their leader and three supporting members by their side and is counting on you to tilt the odds in their favor. Consider choosing which side to assist by the weapon you'll receive as a reward. Opt to help the Zafords if you'd like to get a shiny new SMG, or aid the Hodunks if it's a shotgun you'd prefer.

If no Shock weapons are available, try to Slag Mick Zaford to boost the effectiveness of your Fire attacks.

Stick to your clan's side of the train station for cover, and use Action Skills to attack from afar.

Start the clan war by opening fire on the opposing side. If siding with the Hodunks, direct your early gunfire at the Zaford Grunts and leave Mick Zaford for last. Mick can use a cloaking ability not unlike a stalker to seemingly vanish from the battlefield. He's much easier to track once the other Zafords have been expelled.

The Hodunks can't cloak like Mick Zaford can, but Tector and Jimbo team up to attack as one, putting you at a disadvantage. Hit them with rocket launchers and grenades, and stick close to Mick as you fight against the Hodunks. Stay at the periphery of the battle while using Action Skills and heavy firepower to inflict damage upon all of the Hodunks at once.

Tector and Jimbo lack Mick's cloaking ability and can be targeted simultaneously with the other Hodunks.

FECULENT CHULAINN

ATTRIBUTE	RATING
Damage	81
Accuracy	72.7
Fire Rate	9.7
Reload Speed	2.8
Magazine Size	42
Chance to Slag	33.8%
- Slagged enemies take more damage	

**Actual stats and modifiers may vary.*

MALIWAN

LUMPY LANDSCAPER

ATTRIBUTE	RATING
Damage	177x4
Accuracy	87.3
Fire Rate	0.9
Reload Speed	5.1
Magazine Size	6
- +51% Weapon Damage	
- Consumes 2 ammo per shot	
- Deals bonus Explosive Damage	

**Actual stats and modifiers may vary.*

TORGUE

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Claptrap's Birthday Bash!

HAPPY BIRTHDAY, CLAPTRAP!

MISSION BRIEFING

It's been seven years since Claptrap was first built, and he wants to celebrate the occasion. He's asked you to invite some of his closest friends to his birthday bash in Sanctuary. Once you've done that, all you need to do is have fun at the party!

Availability: Talk to Claptrap in Sanctuary after "Bright Lights, Flying City" and after "Claptrap's Secret Stash."

Unlocks: —

MISSION REWARD: CLAPTRAP

LEVEL	MONEY	XP	GEAR
16	$275	1305	Pistol (Green) or Assault Rifle (Green)

Sanctuary

Claptrap is celebrating his seventh birthday party; oh, how time flies! Collect the party invitations from him and make your way around Sanctuary handing them to Scooter, Moxxi, and Marcus. Don't worry about the 2:10 mission timer, as that refers to the length of the party, not how much time you have to deliver the invites. Take as long as you like (though, honestly, this is a mission worth doing quickly).

Return to Claptrap and kick the party into high gear by turning on the boombox, as this starts the countdown. You may be wondering why the party is being timed, but the answer becomes clear soon enough—the timer represents how long you must endure one of the most awkward social situations in recorded history. Help yourself to some pizza, blow the party favor when asked, and try to enjoy yourself. It will all be over, mercifully, once the timer counts down to zero. Best party ever!

Pizza, party favors, and a dancing Claptrap. What more could you want?

Claptrap's Secret Stash

IF YOU'RE WILLING TO JUMP THROUGH A FEW (HUNDRED) HOOPS, CLAPTRAP HAS A SURPRISE FOR YOU!

MISSION BRIEFING

Claptrap is willing to grant you access to his secret stash in Sanctuary, but only if you're willing to jump through a few (hundred) hoops for him.

Availability: Speak to Claptrap in Sanctuary Air after "Plan B."

Unlocks: —

MISSION REWARD: CLAPTRAP

LEVEL	MONEY	XP	GEAR
9	$124	96	—

Sanctuary

Surprised to see him? Claptrap made it to Sanctuary by way of a shortcut that he was more than happy to show you, had you not have disembarked his ship so quickly. But now that you found his home in Sanctuary, an otherwise abandoned alley just north of Dr. Zed's house of torture, err… medical practice, Claptrap has a top-secret reward he's willing to share with you. The only catch is that you have to endure listening to his litany of exotic requests and then—drumroll, please—turn around. Yes, that's all you need to do. Claptrap's Secret Stash is quite poorly hidden behind some scrap metal and a few cardboard boxes to the right of the nearby stairs. Use the Stash to "twink" items to the other characters on your profile—you can access the Stash here in Sanctuary and (in True Vault Hunter Mode) back at Claptrap's Place.

This locker allows you to stash away items for the other characters on your profile.

Cult Following: Eternal Flame

SO... LILITH ACCIDENTALLY STARTED A CULT. WHICH IS FUN.

MISSION BRIEFING

Lilith has asked you to infiltrate a clan of cultists who worship her as a goddess. As far as Lilith's concerned, this could be awesome, creepy, or both—she's asked you to investigate the clan from the inside to see if they're up to anything weird. You'll have to speak to the cult leader, Incinerator Clayton, to become a cultist.

Availability: Talk to Lilith in Sanctuary Air after "Hunting the Firehawk."
Unlocks: "Cult Following: False Idols"

MISSION REWARD: INCINERATOR CLAYTON

LEVEL	MONEY	XP	GEAR
10	$139	1159	SMG (Green) or Shield (Green)

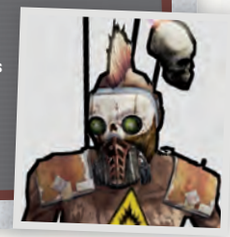
PERSONNEL FILE F92JA

INCINERATOR CLAYTON

Characteristics:
Delusional; Highly unstable

Threat Level:
Probably high

Intel Report:
Incinerator Clayton leads a cult known as The Children of the Firehawk. As you might have guessed, these guys worship The Firehawk under the false assumption that she is an all-powerful, all-seeing goddess (rather than the sarcastic mercenary that she actually is). Possibly dangerous. Must investigate further.



Frostburn Canyon

Use the Fast Travel station to return to Frostburn Canyon and head up the path to the right to Incinerator Camp. Speak with Incinerator Clayton, the head of the Cult of the Firehawk. This guy doesn't just let anybody walk in and become a member without proving it first. He wants you to start proving yourself by bringing him the ashes of five bandits. You can decide which ones.

The closest bandit camp is nearby Blisterpus Camp. Equip a Fire weapon and head down the slope toward the enemies. Look for Fire Barrels, and fire a few rounds into them to make even quicker work of this task. Nomad Pyros are Fire-resistant, so you'll have to kill them through other means. Deploy Axton's Sabre Turret only if you're in danger of getting knocked out and need a Second Wind. Conversely, Maya's Phaselock with Helios can be used quite effectively to farm Bandit Ashes. Look for individual enemies or small packs of weaker foes and set fire to them. Collect the Bandit Ashes they drop, and return to Incinerator Clayton.

Fire Barrels are perfect for exacerbating the damage of your fire guns and grenades.

Cult Following: False Idols

THOU SHALT HAVE NO OTHER GODS BEFORE THE FIREHAWK.

MISSION BRIEFING

Incinerator Clayton has asked you to kill Scorch, a demigod (his words) who is stealing (also his words) followers from the Firehawk, despite the fact that Lilith doesn't give a spiderant's patootie about who worships her (not his words).

Availability: Talk to Incinerator Clayton in Frostburn Canyon after "Cult Following: Eternal Flame."
Unlocks: "Cult Following: Lighting the Match"

MISSION REWARD: INCINERATOR CLAYTON

LEVEL	MONEY	XP	GEAR
10	$69	1736	Assault Rifle (Green) or Shield (Green)

Frostburn Canyon

If you really want to be in the cult, you're going to have to take out the competition. That means killing Scorch, a rival "god" who has garnered a bit of a following among the fire-worshippers of Frostburn Canyon. Make your way south from Incinerator Camp, past the area where the Fast Travel station and vending machines are located, and continue through the enemy camp and small cave to Frozen Ant Lake.

Start shooting Scorch the moment he makes his appearance. Don't wait to get close!

Scorch is a massive fire-breathing spiderant, one far larger than anybody has ever lived to tell about. Prepare for the battle by swapping out any Fire-based weapons you had previously equipped. You're best served by equipping either non-elemental or explosive weapons for this battle. The same goes for grenades: explosive grenades are best. Scorch attacks alongside a couple of his fiery minions. Weaken his Fire spiderant minions, but don't kill them—you'll want some fodder around if you need a Second Wind.

Scorch attacks by flinging fireballs at you when you're distant, and by emitting a powerful, fiery shockwave when you're close by. And, of course, he also has the same massive pinchers that all spiderants are blessed with. Keep your distance and sidestep any fireballs lobbed your way. Try your best to flank Scorch and get a clean shot at his abdomen to inflict greater critical damage.

Never a good idea to be this close to Scorch unless you're blasting away at his abdomen with a shotgun.

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Cult Following: Lighting the Match

NO CULT WOULD BE COMPLETE WITHOUT SOME GOOD OLD-FASHIONED VOLUNTARY SACRIFICE.

MISSION BRIEFING

Incinerator Clayton wants you to take a mass-murdering Midget named Matchstick to the freighter in Southern Shelf, put him in the mouth of the mechanized dragon head at the ship's prow, and then burn him alive. To the Children of the Firehawk, this is not punishment—this is a reward.

Availability: Talk to Incinerator Clayton in Frostburn Canyon after "Cult Following: False Idols."

Unlocks: "Cult Following: The Enkindling"

MISSION REWARD: INCINERATOR CLAYTON

LEVEL	MONEY	XP	GEAR
10	$69	1157	Sniper Rifle (Green)

Cult Following: The Enkindling

THE ENKINDLING APPROACHES (WHATEVER THAT MEANS).

MISSION BRIEFING

Lilith is relatively sure that the Children of the Firehawk are harmless, but she wants you to investigate this whole "Enkindling" thing before you let the cult off the hook entirely.

Availability: Talk to Incinerator Clayton in Frostburn Canyon after "Cult Following: Lighting the Match."

Unlocks: —

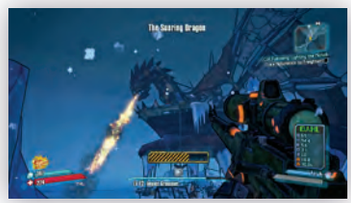
MISSION REWARD: LILITH

LEVEL	MONEY	XP	GEAR
10	—	1736	Shield (Orange)

Southern Shelf

The outhouse in the Incinerator Camp isn't just an ordinary gun-filled loo, but also the home of Matchstick, the Cult of the Firehawk's most devoted follower. Open the outhouse, and pick up Matchstick when he leaps out. Matchstick, being a Midget, naturally fits in your Backpack in case you were wondering (but it's really best not to think about these things; it *is* a videogame, after all). Head back to the Fast Travel station and in near the exit and use it to return to Liar's Berg in Southern Shelf.

Matchstick is primed and ready for his date with the Soaring Dragon.



Use your better equipment and higher experience level to overpower the bandits en route to the freighter's deck.

Retrace your steps from the earlier assault on Captain Flynt and return to the deck of The Soaring Dragon. This time, rather than heading left to the ship's stern (where Captain Flynt will be, should you want to do a boss run), make your way to the ship's bow via the path on the right. Approach the waypoint to place Matchstick in the harness, then pull the nearby lever to raise him into the flames. Return to Incinerator Clayton in Frostburn Canyon to complete the mission.

With Matchstick in the proper position, all that's left to do is pull the lever to set him aflame.

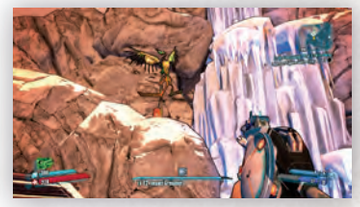
Frostburn Canyon

It's time to prepare for the grand event: the Enkindling! First things first, you must seek out the three effigies and ignite them with your Fire weapon. The first of the effigies is located right in Incinerator Camp, just steps away. Make a short detour back past the Fast Travel station to the south, as if you were heading to Frozen Ant Lake (where Scorch was) to find the next effigy.

Once again, the first one's free…

Head south toward Frozen Ant Lake to find the second effigy before looping through Blisterpus Camp.

Return the way you came, past Incinerator Camp, and continue in a counter-clockwise direction over to Blisterpus Camp in the far corner of Frostburn Canyon to find the third effigy. With the three effigies lit, you're ready to head to the Enkindling. Make your way through Blacktoe Cavern just as you did when initially looking for the Firehawk's Lair. You'll face all of the same enemies you fought earlier, only now you should have slightly better equipment and some new skills to go along with them.



Find the third effigy in Blisterpus Camp on a rocky ledge in the southeast corner of the camp.

The Enkindling takes place in the very heavily guarded Ashworth Camp. Take a minute to eliminate many of the enemies that are already there upon your arrival, especially the Badass Psychos and Nomad Pyros. Let the presence of the latter be your cue to switch to a non-Fire weapon.

Approach the large fire pit in the center of the camp and pull the lever atop the stairs to the left to initiate the ceremony. Now, after all of the sacrifices and murders, things finally go too far for Lilith to simply sit back and watch.

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The Siren, their god, makes a sudden appearance and tasks you with killing Incinerator Clayton and the cultists before they continue killing in Lilith's name. Leave the initial batch of Cultists for Lilith to take care of while you focus on Incinerator Clayton. Try to stay clear of his fiery attack, and quickly pierce his shield with a few headshots. Remember, Incinerator Clayton resists Fire, so your best bet is to use non-elemental or explosive rounds unless you happen to have a way to Slag him.

Something's not right, but you won't know what until you pull that lever.

Meet Lilith back in the Crimson Raiders HQ in Sanctuary to complete the quest and gain the Flame of the Firehawk shield. This special shield erupts in continuous Fire while depleted—useful!

It can be tough to spot Incinerator Clayton's head through all the fire, but it's in there!

FLAME OF THE FIREHAWK

ATTRIBUTE	RATING
Capacity	295
Recharge Rate	43
Recharge Delay	3.02
Nova Damage (Fire)	421
Nova Radius	1080
- Continually releases Fire Nova blasts when depleted	
- Must fully recharge between Novas	

Actual stats and modifiers may vary.

MALIWAN

Customer Service

LAST NIGHT, MARCUS GOT DRUNK AND ACCIDENTALLY DEVELOPED A CONSCIENCE.

MISSION BRIEFING

Last night, Marcus got drunk and accidentally developed a conscience. In his inebriated state, he mailed out several refund checks to those customers who had been disappointed and/or maimed by his products. Now sober and remorseful, he has asked you to collect the refund checks from the mailboxes before the auto-post sends them off.

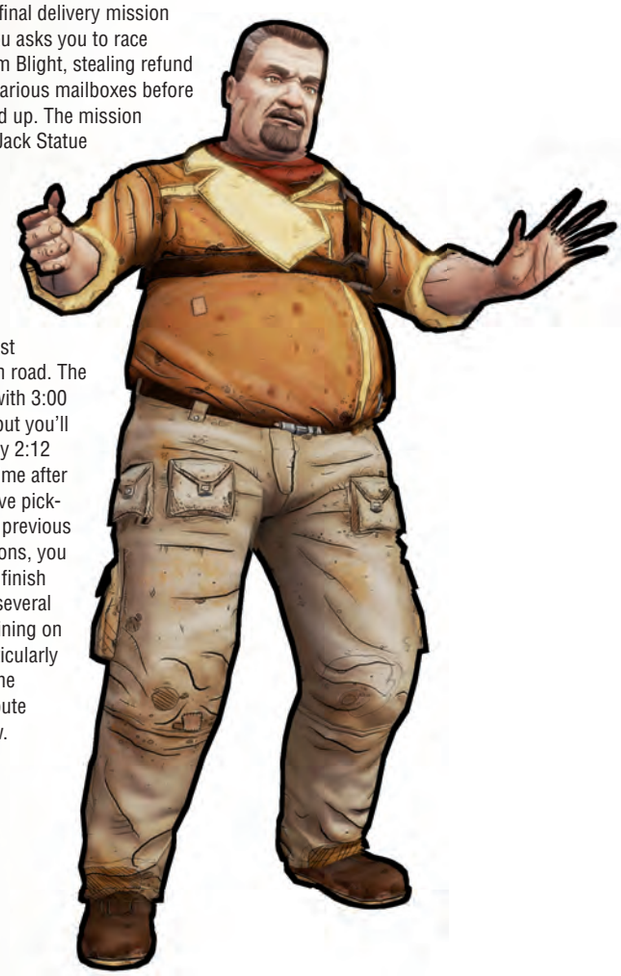
Availability: Eridium Blight Bounty Board after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: ERIDIUM BLIGHT BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
26	$856	3063	SMG (Blue) or Grenade Mod (Blue)

Eridium Blight

The third and final delivery mission available to you asks you to race around Eridium Blight, stealing refund checks from various mailboxes before they get picked up. The mission begins at the Jack Statue Bounty Board in Eridium Blight. Get a Light Runner from the nearby Catch-a-Ride, and point it east along the main road. The timer begins with 3:00 on the clock, but you'll receive roughly 2:12 of additional time after each successive pick-up. Unlike the previous delivery missions, you may very well finish this one with several minutes remaining on the clock, particularly if you follow the figure-eight route outlined below.



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Defend Slab Tower

DEFEND THE TOWER!

MISSION BRIEFING

Every once in a while, a Hyperion supply drop accidentally lands in Brick's territory. Hyperion is planning to send a small army of bots to retrieve or destroy the stray supply drop, and Brick has asked you to help him defend it.

Availability: Talk to Rocko in Thousand Cuts after "Rocko's Modern Strife."
Unlocks: —

MISSION REWARD: SUPPLY CRATE

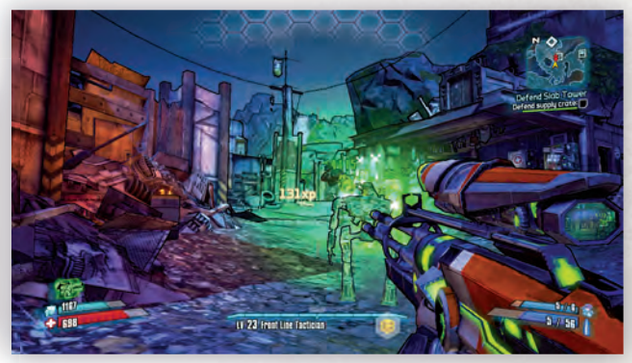
LEVEL	MONEY	XP	GEAR
20	4 Eridium	3859	—

Thousand Cuts

A Hyperion supply drop made its way to the center of Thousand Cuts, smack dab in the middle of Slab Town, and Brick wants you to help defend it. Leave Rocko near the Fast Travel station, and make your way to the heart of Slab Town to pick up the three Bandit Beacons. These beacons help coordinate the Slab defenses by signaling certain unit types to different areas.

Each beacon has a corresponding unit type, and Brick wants you to place them in a specific, strategic pattern. Start by placing the Psycho beacon near the supply crate, then the Marauder beacon close by, and then the third beacon out near Bloody Knuckle Point. This final beacon calls upon Goliaths as the front line. Climb the ramp to the turret overlooking the Goliath beacon you just placed, and open fire on the Hyperion Loaders as they are deployed. Numerous Loaders of all types soon try to push their way into town from Bloody Knuckle Point, in an attempt to take back the supply drop. Target the helmets of the Goliaths with the turret to spur them into a rage. Continue firing on the Loaders with the turret until either the turret is destroyed or you are forced to flee from the charging Goliaths.

Vacate the turret, and head across the bridge to the east to aid the Marauders and Psychos in the defense of the supply drop. Use your best Corrosive weapons and shoot any and every Loader you spot. The Goliaths will most certainly be dead by now. Numerous RPG Loaders and WAR Loaders join the procession toward the supply crate, but you can use their devotion to the task at hand against them by moving in from behind for a series of easy kills. Put up a final defense against any Badass Loaders that attack to protect the supply drop for Brick and the other Slabs.



The Loaders march steadily toward the supply crate, leaving you free to attack from behind!

1 Drive along the main road and across the bridge to the north. Continue past the entrance to Sawtooth Cauldron, and make your way to the bandit camp in Mount Hellsfont. The timer won't start until you make the first pick-up.

2 Hop back into your Light Runner and steer yourself west toward the second bridge on the right, ignoring the first one. Run across the bridge, turn hard to the right, and climb the ladder to the second mailbox. Beware of any Caustic Goliaths in the way—brush past them, and keep moving!

3 Sprint back to the vehicle, and continue up the hill to the southwest and down the narrow ramp toward the Slagma Refinery on the left. Here, you can drive right into the camp and leave the Light Runner just feet from the mailbox while you make the pick-up.

4 Drive straight off the cliff to the south, and turbo the Light Runner through the Slag Scar's eastern end. Bring the vehicle to a halt just above the cliff near the ladder, and locate the mailbox on the left. There's no need to descend to the loading dock below. Grab the refund check from the mailbox, and quickly drive out of the valley to the southeast.

5 Follow the dirt path to where it connects with the main highway on the southern side of Eridium Blight and follow this road to the west, to the pedestrian bridge leading north to the main gates of the Eridium Extraction Plant. Sprint across the bridge and approach the gate; it opens automatically. Race through the facility's yard to the final mailbox.

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Demon Hunter

A BAD DAY AT LYNCHWOOD.

MISSION BRIEFING

There are reports of a demon murdering the townsfolk of Lynchwood. You have been hired to destroy it.

Availability: Sanctuary Bounty Board after completing "Animal Rescue: Shelter" and "Where Angels Fear to Tread."

Unlocks: —

MISSION REWARD: DUKINO

LEVEL	MONEY	XP	GEAR
26	—	6126	Sniper Rifle (Blue)

Lynchwood

Dukino's Mom has come to Lynchwood, and while it was fine for you to nurse little Dukino to health, feed it, and give it a home, you certainly can't allow a monstrous skag to go on killing the people of Lynchwood, even if they are mostly bandits. Before you go rushing off to The Old Mine to fight Dukino's Mom, you need to prepare yourself. Dukino's Mom is *heavily* armored and can be extremely difficult to defeat if you aren't packing Corrosive weaponry. It also helps to equip any Relics or class mods you may have to boost the damage you inflict with Corrosive weaponry or otherwise increase your durability and/or speed.

Waste no time in hitting her with Corrosive weaponry, preferably from a high-powered sniper rifle or rocket launcher.

Load up on ammo, and ride the elevator down into The Old Mine. Dukino's Mom emerges from a tunnel on the far side of the cave. Do not hesitate to start firing on her as you move into position by one of the large rocks near the entrance. Dukino's Mom often occupies herself with the various Marauders, Psychos, and Bruisers that make their way into the cave—this is to your benefit. Keep your distance, and pepper her with Corrosive attacks from afar. The battle grows much tougher when she turns her attention toward you.

Strafe out from behind the cover of a large rock on the edge of the cave, and continue firing at Dukino's Mom for as long as she's distracted.

Farm the low-level Marauders and other bandits that enter the cave for health and ammo.

Dukino's Mom has three primary attacks: a leaping ground-pound that creates a massive shockwave, a powerful electric beam of energy she sweeps across the cave, and a series of shock bombs that arc through the air toward your position. Of them all, the ground pound is arguably the most deadly, so do your best to stay as far from her as possible. Though it's possible to vault over the outer edge of the shockwave, you can't avoid this concussive blast if you're anywhere near her when she leaps. On the other hand, you can run and jump away from the two electric attacks, provided you strafe perpendicular to the attacks. It's best to use the rocks around the perimeter of the cave for protection from her electric beam attack, as it's very difficult to outrun or leap over.

Dukino's Mom destroys the perimeter rocks one by one as the battle rages on, thus giving you all the more incentive to hit her hard and fast. Continue to focus on staying as far from her as possible while targeting her with Corrosive and Explosive weaponry. It's possible to hit for critical damage if you manage to sneak a shot in between her armor while her mouth is open, but it's often best to just fire en masse at her body to avoid an errant shot. Use the Marauders and other bandits to replenish your health, preferably with a Transfusion grenade, and don't give up. So long as you have plenty of Corrosive firepower and steer clear of her leaping attacks, Dukino's Mom certainly falls in a matter of time.

KWALAI KWALAI BUFFALO

ATTRIBUTE	RATING
Damage	1728
Accuracy	96.6
Fire Rate	0.6
Reload Speed	4.3
Magazine Size	7
- +65% Weapon Damage	

**Actual stats and modifiers may vary.*

JAKOBS

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Do No Harm

ZED NEEDS 20 CC'S OF BADASSERY, STAT!

MISSION BRIEFING

Dr. Zed's patient needs surgery badly, and Dr. Zed has asked you to help him with the procedure.

Availability: Speak to Dr. Zed in Sanctuary after "Plan B."
Unlocks: "Medical Mystery"

MISSION REWARD: TANNIS

LEVEL	MONEY	XP	GEAR
9	$124	483	—

Doctor's Orders

HORRIBLE, DISGUSTING THINGS HAPPENED AT WILDLIFE EXPLOITATION PRESERVE. TANNIS IS SUPER INTERESTED IN THEM.

MISSION BRIEFING

Patricia Tannis needs you to collect some information on Slag experimentation. It'll get kinda dark, to be entirely honest with you.

Availability: Speak to Tannis in Sanctuary after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: TANNIS

LEVEL	MONEY	XP	GEAR
19	$387	3527	Pistol (Green) or Relic (Blue)

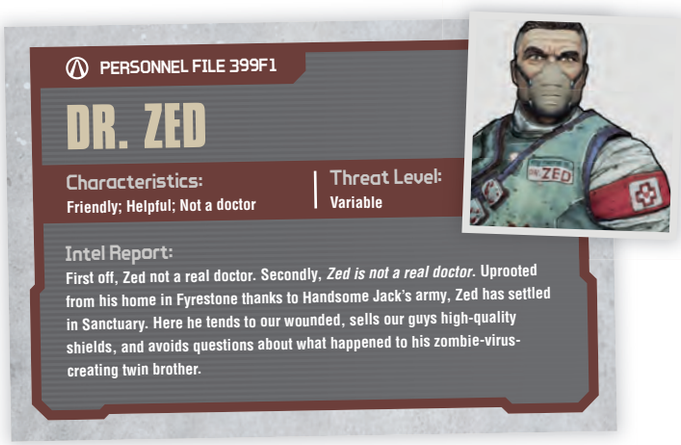
Sanctuary

Make your way to Dr. Zed's medical office; take the road leading west from the center of town to find it. Dr. Zed, who's not a real doctor by the way, has a patient in really bad straits and needs your help with the surgery. Approach the patient on the operating table and melee him to not-so-delicately extricate the Eridium Shard from his chest.

It's amazing the things people inject themselves with these days…

Eridium, in its unrefined form, is essentially worthless. Not even Crazy Earl will touch the stuff. You're going to have to take it to Sanctuary's resident scientist, Dr. Patricia Tannis. Tannis, in case you haven't yet made her acquaintance, resides on the ground floor of the Crimson Raiders HQ. Bring the Eridium Shard and speak with her to complete the mission. Just don't expect to get too many words in…

Patricia Tannis, PhD. Psychotic hot doctor.


PERSONNEL FILE 399F1
DR. ZED
Characteristics:
Friendly; Helpful; Not a doctor
Threat Level:
Variable
Intel Report:
First off, Zed not a real doctor. Secondly, Zed is not a real doctor. Uprooted from his home in Fyrestone thanks to Handsome Jack's army, Zed has settled in Sanctuary. Here he tends to our wounded, sells our guys high-quality shields, and avoids questions about what happened to his zombie-virus-creating twin brother.

Wildlife Exploitation Area

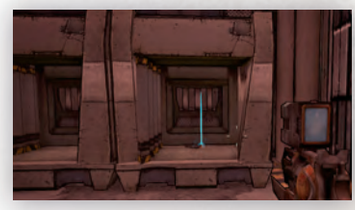
Scattered throughout the Wildlife Exploitation Preserve and separate from the ECHO Recorders associated with the Siren Song Challenge are four additional ECHO Recorders that are of keen interest to Tannis. She's asked you to collect them for her. It's recommended that you accept this mission prior to "Wildlife Preservation" so that you can collect them during the course of the main story mission. Even when not currently active, mission items like these four ECHO Recorders emit a blue beacon of light, which helps you find them (these particular ECHO Recorders are always present in the environment but are inactive unless this mission has been accepted).

The four ECHO Recorders Tannis needs you to find are located in the latter half of the journey through Wildlife Exploitation Preserve, with the first resting on a computer terminal in the small laboratory between the two exterior enclosures on the south side of the facility. You can check the minimap for waypoints leading you directly to all four ECHO Recorders. That being said, some of them can be tricky to find, so read on…

The ECHO Recorders for this mission give off a blue beam of light even when the mission isn't currently active.

Approach these boxes in Specimen Maintenance carefully, as Wee Loot Loaders often leap out and attack.

Push the button behind the counter near the Experimentation Greeter to reveal a secret cabinet containing weapons and an ECHO Recorder.



Pull the lever in the south end of the Observation Wing to open the cages and reveal this final ECHO Recorder.

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Get to Know Jack

KNOW YOUR ENEMY.

MISSION BRIEFING

By researching his background and uncovering security footage from different stages in his career, you have come to a logically sound conclusion: that Jack is a douche who should be killed.

Availability: Fyrestone Bounty Board after "Toil and Trouble."
Unlocks: —

MISSION REWARD: FYRESTONE BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
29	$537	3491	Sniper Rifle (Blue) or Sniper Rifle (Blue)

Handsome Jack Here!

WHAT EVER HAPPENED TO HELENA PIERCE?

MISSION BRIEFING

You found one of Helena Pierce's audio logs in Southern Shelf, recorded just before her disappearance. Sir Hammerlock is curious of Pierce's ultimate fate and wants you to find the rest of the audio logs.

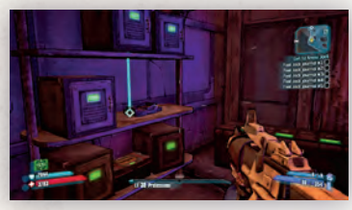
Availability: Recover a hidden ECHO Recorder from a Marauder or Psycho in Gateway Harbor after "Cleaning Up the Berg."
Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

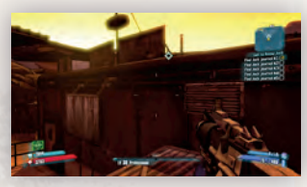
LEVEL	MONEY	XP	GEAR
3	$63	80	Pistol (Green) or Pistol (Green)

Arid Nexus Badlands

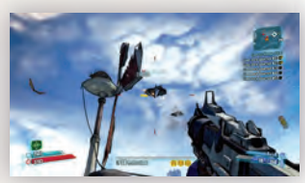
There are five Jack Journals spread across Arid Nexus Badlands in the form of ECHO Recorders, each revealing a bit more about the man known as Handsome Jack. The whereabouts of the first two are revealed on the minimap immediately while you're in Arid Nexus Badlands, but the others are actually found in nearby Arid Nexus Boneyard. Head at once to the Fyrestone area of the region and locate the first two ECHO Recorders before heading south to Arid Nexus Boneyard. You can find the ECHO Recorders in any order.



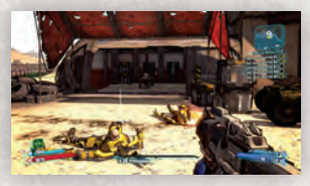
Pick up this ECHO Recorder in the shack to the north of Fyrestone, near a chest and other containers.



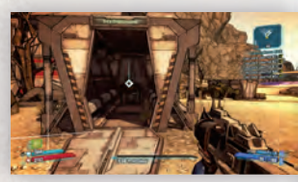
There's an ECHO Recorder on the roof of the old Fyrestone bus stop, near a chest associated with a secret Achievement/Trophy.



Power up the windmill in the center of Arid Nexus Boneyard to knock this ECHO Recorder out of the rakk nest atop the windmill.



Drive to the southern edge of the region, kill the Combat Engineers near the outpost, and pick up this ECHO Recorder from the shelf inside.



This ECHO Recorder is located in a Hyperion container near the Loader Maintenance Depot.

Gateway Harbor

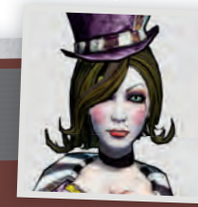
Unlike the other missions available in Liar's Berg, this one takes a bit of discovery. Fortunately for you, the ECHO Recorder needed to initiate this mission drops from a group of enemies that you're practically guaranteed to encounter. Descend the hill from Liar's Berg to Gateway Harbor and spot the bandits milling about near the huts on the right. Put the explosive gas tanks and any elemental barrels in the area to use, and kill any and all enemies in the area. Pay extra attention to where the Marauder or Psycho is when you kill it, as either of these enemies drops the ECHO Recorder needed for you to begin the mission.

Once accepted, Sir Hammerlock asks you to try to find the three missing audio logs revealing the story of Helena Pierce's disappearance. You can only find these three ECHO Recorders in order—a waypoint appears on the minimap to help guide you to the correct location. If you had any question as to the type of man Handsome Jack truly is, these audio recordings soon put any doubts to rest.

The first ECHO Recorder is located in a Hyperion dumpster behind the fence on the south side of Liar's Berg, stationed between the vending machine and the Hammerlock's house. There's a wooden barrel on it. Smash the lock on the door to open the dumpster and find the ECHO Recorder.

The second ECHO Recorder is located on the roof of Hammerlock's house. Climb the ladder and jump up to the upper portion of the roof. Smash the icy debris pile to break loose the hidden ECHO Recorder. The audio log may fall to the ground, so look for the blue streak of light and waypoint on the ground if it's not there on the roof after you smash the junk.

The final ECHO Recorder is in the ice machine to the right of the motel in Liar's Berg. Open the sliding door to find it. This final audio log reveals exactly how cruel and heartless Handsome Jack truly is, as if the previous two recordings still left any doubt.



PERSONNEL FILE F1/87A

MOXXI

Characteristics:
Warm; Inviting; (Formerly) sadistic

Threat Level:
Low? (We hope)

Intel Report:
Even after three kids and six marriages, Moxxi hasn't lost any of her youthful spunk. After the fall of General Knoxx, Moxxi moved to Sanctuary and opened her own bar. With Sanctuary's citizens living under constant threat of death and dismemberment, Moxxi's Red Light provides a relaxing escape from the horrors of everyday life on Pandora. Under Moxxi's kindhearted, big-bosomed management, the Red Light offers booze, gambling, and conversation. Speaking of which – Moxxi's seen a lot in her time. She might be convinced to talk about her past for anyone who can pony up the dough…

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Hell Hath No Fury

MOXXI'S GOT HER OWN REASONS FOR HATING HANDSOME JACK.

MISSION BRIEFING

Moxxi used to run a deadly tournament known as the Underdome. As revenge for her infidelities, Jack burned it to the ground. She has recently discovered that Jack plans to build his own Underdome in Opportunity as a further insult to her—an insult she won't stand for. She has asked you to get to Opportunity and ensure that the Underdome will never be built.

Availability: Speak to Moxxi in Sanctuary after "The Once and Future Slab."
Unlocks: —

MISSION REWARD: MOXXI

LEVEL	MONEY	XP	GEAR
23	—	4934	Grenade Mod (Blue)

Hidden Journals

HOW DID AN INSANE INTROVERT WITH ASPERGER'S MANAGE TO SURVIVE IN SANCTUARY?

MISSION BRIEFING

Patricia Tannis, the antisocial archaeologist, has two habits. First, she records every detail of her various psychoses into audio journals. Secondly, she hides those audio journals out of paranoid terror. She has hidden a set of journal entries in The Highlands and needs you to retrieve them for her.

Availability: Speak to Tannis in Sanctuary after "Bright Lights, Flying City."
Unlocks: "Torture Chairs"

MISSION REWARD: TANNIS

LEVEL	MONEY	XP	GEAR
16	4 Eridium	2611	—

Opportunity

Moxxi wants you to ensure that the construction site for Jack's new Underdome is destroyed. In order to pull off the sabotage, you must first eliminate the Foreman. Make your way south across Opportunity to The Pits, where the Underdome is being built. Foreman Jasper is little more than a Combat Engineer and can be taken out with relative ease, especially if you're armed with Corrosive weaponry. Blast him from an elevated position to inflict a status effect, then move in for a close-range critical kill to finish him off. Pick up the foreman's supply key and make your way to the southern edge of Opportunity to unlock the supply container near the foreman's office.

Collect the explosives from within the container and make your way to the flood wall just north of the supply shed. The flood wall is in a relatively isolated location, reachable only through one of two ventilation shafts. It's not uncommon for a Constructor Bot to be in the vicinity, so stay high to maintain an elevated advantage and rain explosives and Corrosive attacks down on it. Duck through the right-hand ventilation pipe to access the flood wall, and place the explosives on the wall where indicated. Now, run! Those explosives have a timed detonation, and once they've blown, the sea is going to rush in and flood the construction site! Return to Moxxi at once.

INCENDIARY KISS OF DEATH

ATTRIBUTE	RATING
Grenade Damage	1331x5
Blast Radius	323
Fuse Time	3.0
- Spawns five child grenades	
- 365 Burn Damage per sec	

**Actual stats and modifiers may vary.*

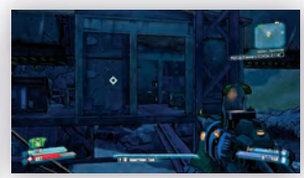
MALIWAN

The Highlands

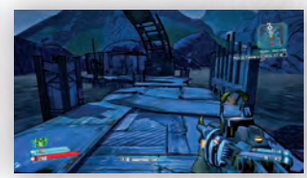
Tannis has scattered four ECHO Recorders containing information about her past throughout The Highlands and would like you to find them for her. Use the Fast Travel station to return to Overlook and get yourself a Light Runner from the Catch-a-Ride, as you have a lot of ground to cover. The locations of each of the ECHO Recorders are marked on the minimap, provided this mission is active. Nevertheless, actually reaching the ECHO Recorders can prove tricky. Here's how to find them:

Make your way to Frothing Creek Mill and enter the Hyperion container nearest the cave. You'll have to enter it from the rear, as there's no way past the twisted metal gate in the front.

Clamber along the cliffs near Aggregate Acquisition and shoot out the electrical fuse box on the tower near the Hyperion banner. This grants you access to a small rooftop storage room filled with ammo and this next ECHO Recorder.



Descend the stairs from the Blake Bridge surface to the shack just below the road. Carefully step out onto the metal beam and leap across to the left to enter the nearby hut where the ECHO Recorder is located.



The final ECHO Recorder is on a rowboat just beyond the dock in Old Cranky's Pond. It's not uncommon to encounter a Badass Pyre Thresher in this area, so come prepared!

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Home Movies

PROPAGANDA SUCKS.

MISSION BRIEFING

Lilith wants you to hijack Hyperion's dishonest tourism propaganda and replace it with something a little more truthful. And violent.

Availability: Talk to Lilith in Sanctuary after "The Once and Future Slab."
Unlocks: —

MISSION REWARD: LILITH

LEVEL	MONEY	XP	GEAR
23	$304	4934	Relic (Blue)

Opportunity

Lilith wants you to help her reveal the *real* Opportunity, and what better way than by broadcasting the city's violence and cruelty to the very people Handsome Jack is trying to advertise to? Head over to Moxxi's Bar and borrow Moxxi's camera from her. Since this may very well be your first time to Opportunity, you may have to access it on the ground first. Fast Travel to the Hyperion Bridge in The Highlands and drive across the bridge to the west to enter the city of Opportunity.

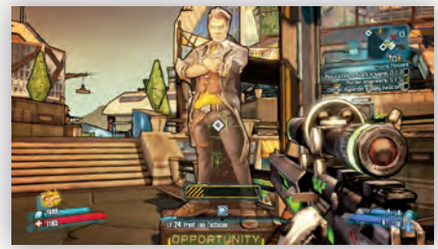
Clear out the enemies guarding the Surveyor lures before you rush in to grab them.

The camera is going to film everything you do in Opportunity, so Lilith wants you to cause as much carnage and mayhem as possible. Start by collecting the Surveyor lures marked on the minimap. These lures can help you guide the Surveyor Drones right into the cardboard cutouts of Handsome Jack. Of course, the lures aren't left unattended, and you'll have to kill five (or 20) Engineers in the process of getting them. Lilith has also asked that you pick up a supply beacon.

Head west along the northern edge of Opportunity to the far side of the Hyperion Office Complex. You'll find the Surveyor lures you seek near a helipad, along with several Engineers and WAR Loaders. Put your best Corrosive weaponry to work against any enemies you see, and gather up the items you seek.

The Surveyor lures (aka homing beacons) are on the helipad on the west side of the Hyperion Office Complex.

Lilith has marked the location of several Jack posters around the city. Make your way to each of these locations, and place one of the Surveyor lures on the, ahem, center of the life-size sign. When the time is right, the Surveyor lures will cause any deployed drones to crash right into Jack's junk.



The three Jack signs are all located between the Hyperion Office Complex and Living Legend Plaza.

The supply beacon is inside a container near Living Legend Plaza and Orbital Delivery Zone.

Collect the supply beacon from the container near Living Legend Plaza (watching out for the Constructor Bot that is routinely deployed to the area), and transport it to the western edge of town. Proceed along the lengthy pier to the crane in the distance, and place the supply beacon at its base. The beacon signals a supply drop that crashes into the crane, immediately halting construction of the city.

Don't let the Hyperion Snipers surprise you when the door opens. (Note that this room is only accessible during this mission.)

Armed with the footage of out of control Surveyor Drones, collapsing cranes, and cold-blooded murder of Engineers, it's time to upload the footage to the Opportunity advertising network. The Co-Opportunity Center is just north of the pier where the crane is located, in the Waterfront District. Approach the door carefully as two Hyperion Snipers are lying in wait. Hyperion Snipers are agile, capable of cloaking, and armed with laser-scoped sniper rifles. Lob a grenade into the room or use your Action Skill the moment the door opens to eliminate the Hyperion Snipers, then use the terminal to upload the footage.

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Hungry Like the Skag

SKAGS EAT EVERYTHING.

MISSION BRIEFING

A bandit named Carlo was mauled by skags that killed him, then devoured the pieces of his gun. On Pandora, this sort of thing happens more frequently than you might think. You must kill some skags in order to find the missing parts of Carlo's gun.

Availability: Find the ECHO Recorder in Arid Nexus Badlands after "Toil and Trouble."
Unlocks: —

MISSION REWARD: FYRESTONE BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
28	$1074	6983	Assault Rifle (Blue)

Hyperion Contract #873

THE HYPERION CORPORATION HAS A JOB FOR YOU.

MISSION BRIEFING

The Hyperion corporation is offering you a unique gun if you kill the requisite number of bandits for them. Though you would be wise not to trust Hyperion, a reward is a reward, and a dead bandit is a dead bandit.

Availability: Overlook Bounty Board after "The Once and Future Slab."
Unlocks: —

MISSION REWARD: OVERLOOK BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
24	($683 per Bonus)	5319	Sniper Rifle (Blue)

Arid Nexus Badlands

Hunt around near the Slag pools on the south side of Arid Nexus Badlands in search of an ECHO Recorder revealing the story of a bandit named Carlo. Continue killing the skags in this area until one drops the ECHO Recorder.

There are four primary concentrations of skags in Arid Nexus Badlands, and it's up to you to hunt down as many skags as it takes to recover the four pieces of the missing gun. The parts of the gun are dispersed randomly, so you may get lucky and find two pieces of the gun in a single skag den, or you may end up eradicating the entire species without finding more than one or two pieces. There's an element of randomness at work here. Fortunately, the skags repopulate after 25 minutes. You can also speed this up by exiting the area and then returning. This also causes the dens of skags to repopulate, thereby giving you even more skags to kill. Visit each of the four skag dens marked on the minimap until you have found all four pieces, then return to the Fyrestone Bounty Board to collect the reward.

ORNERY STOMPER

ATTRIBUTE	RATING
Damage	706
Accuracy	94.1
Fire Rate	12.3
Reload Speed	3.1
Magazine Size	15
- +45% Critical Hit Damage	
- Fires as quickly as you can pull the trigger	

**Actual stats and modifiers may vary.*

JAKOBS

The Highlands

This mission is as straightforward as they come: you've been hired to kill 100 bandits, and a bonus is available for every 25 you kill with a different elemental effect. If you're not concerned with the bonus objectives and just want to earn some XP and a new sniper rifle, then all you need to do is accept the mission and go bandit hunting. The bandit camps of Three Horns Divide are a great place to start, but if you want to be efficient, head over to Lynchwood and knock this mission out while you work on "Breaking the Bank" or the "Animal Rescue" mission string.

On the other hand, if you want to earn the maximum amount of bonus money, then you must be very precise in how you approach this mission. For starters, you must refrain from using any non-elemental weapons, as even one kill with a non-elemental weapon or vehicle's weaponry ruins your chance of meeting all four objectives. Of course, it's highly unlikely you'll meet all four requirements anyway, but it's worth trying.

Grab a couple of elemental sniper rifles and take up position on the balcony outside the Lynchwood train station.

At the point in the adventure when this mission becomes active, you probably have a reliable Fire and Corrosive weapon, but getting Shock and Explosive kills may be harder to manage. Consider using a Slag weapon to increase the damage from any Shock or Explosive weapons you have.

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Also, be careful when using skills that add status effects to your base attacks, as you may inadvertently get additional kills with one element while trying to get them with another. This is particularly true with Maya's Helios and Acid Cloud skills. Be very careful when Phaselocking an enemy if you're already nearing the 25-kill goal with Fire or Corrosion, as the status effects may kill the enemy before you get to deliver the fatal shot with a different weapon.

Regardless how many of the bonus objectives you end up meeting, this mission rewards a wealth of XP along with a pretty useful sniper rifle, and all for doing something you would end up doing anyway—killing bandits! Head to Overlook and accept this mission as soon you return from Thousand Cuts, and let the tally grow naturally.

Slag weapons can really help increase the damage from Shock weapons, which can be the most difficult kills to get.

RESOURCE MORNINGSTAR

ATTRIBUTE	RATING
Damage	874
Accuracy	96.0
Fire Rate	1.0
Reload Speed	4.6
Magazine Size	8
- Firing increases accuracy	

**Actual stats and modifiers may vary.*

HYPERION

Hyperion Slaughter: Round 1

WELCOME TO THE HYPERION CIRCLE OF SLAUGHTER!

MISSION BRIEFING

You've found Moxxi's final Circle of Slaughter. This circle, run by InnuendoBot 5000 (a Hyperion Loader reprogrammed by Moxxito to speak almost entirely in double entendres), throws every manner of Hyperion enemy at you. If you can survive all five rounds, you'll earn a considerable reward.

Availability: Speak to InnuendoBot 5000 in Ore Chasm after "Where Angels Fear to Tread."

Unlocks: "Hyperion Slaughter: Round 2"

MISSION REWARD: INNUENDOBOT 5000

LEVEL	MONEY	XP	GEAR
27	$1919 ($2878 with Bonus)	3274	—

Ore Chasm

The first round of Hyperion Slaughter consists of three waves and serves as a good introduction to the dangerous world of human vs. bot arena battling. The length and difficulty of the Hyperion Slaughter battles is far greater than those at Fink's Slaughterhouse, particularly if you aren't equipped with multiple Corrosive weapons. It also pays to have a high-powered Explosive weapon for use against the BUL and PWR Loaders that attack later.

For this round, however, you should focus on using Corrosive weaponry while you familiarize yourself with the map. It's especially important to note the areas where you can fall to your death, such as the northern edge by the lava. The first wave consists primarily of GUN Loaders and Badass Loaders originating from the upper cliffs to the south. Keep your distance and use a Corrosive sniper rifle against them to not only get the quick kill, but also make progress toward the bonus objective.

The second wave consists largely of Combat Engineers originating from the northeast corner of the map. Use the rock piles on the eastern side of the map for cover, and snipe the foes as they appear. The third wave consists of just a small number of WAR Loaders that you can easily defeat while using the elevator shaft or nearby Hyperion container for cover. Continue to pepper the Loaders with Corrosive bullets while using your Action Skill to tilt the outcome in your favor.

GATHER AND SELL

It's very important to assess your equipment between each and every round of Hyperion Slaughter. Consider making multiple trips to the arena floor to gather the available loot, even if just to sell it. This goes a long way toward helping you purchase and equip new and better equipment. The latter rounds of Hyperion Slaughter can be tremendously difficult without the best equipment, so upgrade regularly!

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Hyperion Slaughter: Round 2

ARE YOU READY FOR ROUND TWO?

MISSION BRIEFING

You've found Moxxi's final Circle of Slaughter. This circle, run by InnuendoBot 5000 (a Hyperion Loader reprogrammed by Moxxito to speak almost entirely in double entendres), throws every manner of Hyperion enemy at you. If you can survive all five rounds, you'll earn a considerable reward.

Availability: Speak to InnuendoBot 5000 in Ore Chasm after "Hyperion Slaughter: Round 1."
Unlocks: "Hyperion Slaughter: Round 3"

MISSION REWARD: INNUENDOBOT 5000

LEVEL	MONEY	XP	GEAR
27	$1919 ($2878 with Bonus)	3274	—

Ore Chasm

The second round contains many more Engineers and Hyperion Snipers and fewer traditional Loaders. Begin the first wave by taking cover in the center of the map, near the elevator, and use an accurate Corrosive rifle to headshot the Combat Engineers that enter from the south. The Engineers serve as a great source of Critical Hit kills, so load up with headshots! ION Loaders soon make their way into the arena as the main enemy type in the second wave. These adversaries also attack from the south. ION Loaders can certainly inflict harm with their electrical attack, but the most important thing you can do against them is to remain patient. Unless you manage to lob a Corrosive grenade at them as their energy shield ramps up, you are best served by simply waiting for them to stop spinning, then attacking when the shield is lowered.

BUL Loaders and PWR Loaders attack next, also from the south. These enemies can provide a greater challenge, as they are both capable of deflecting your attacks back at you—a very dangerous proposition when using elemental attacks! There are numerous ways to combat BUL and PWR Loaders, including shooting around their shield and propellers, respectively. Another option is to use an Explosive weapon so that the concussive force of the attack hits them beyond their defenses. Action Skills and Singularity grenades also work very well against these types of Loaders.

The final wave in this round is comprised of Hyperion Snipers that move into position from the north. Seek the upper ground on the southeastern side of the map and use the rock piles for cover. Switch to a Shock-based weapon (preferably a sniper rifle) so you can damage their shields and remove their ability to cloak. Hyperion Snipers are similar to Stalkers in that they are best confronted with a pair of Shock and Fire weapons.

Hyperion Snipers do take damage from Corrosive attacks, but it's best to use a Shock weapon to lower their shields first.

Hyperion Slaughter: Round 3

WELCOME TO ROUND THREE OF THE HYPERION SLAUGHTER. HOPE YOU'VE GOT ENOUGH AMMO!

MISSION BRIEFING

You've found Moxxi's final Circle of Slaughter. This circle, run by InnuendoBot 5000 (a Hyperion Loader reprogrammed by Moxxito to speak almost entirely in double entendres), throws every manner of Hyperion enemy at you. If you can survive all five rounds, you'll earn a considerable reward.

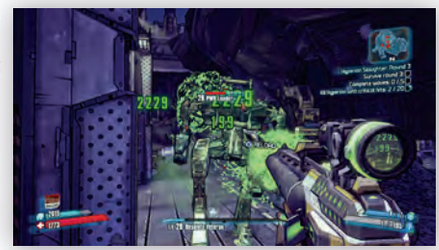
Availability: Speak to InnuendoBot 5000 in Ore Chasm after "Hyperion Slaughter: Round 2."
Unlocks: "Hyperion Slaughter: Round 4"

MISSION REWARD: INNUENDOBOT 5000

LEVEL	MONEY	XP	GEAR
27	$1919 ($2878 with Bonus)	3274	—

Ore Chasm

Round Three contains five waves of enemies, beginning at once with a number of PWR Loaders and GUN Loaders. Though it's tempting to hang back and use a sniper rifle against them all, you can make quick work of the PWR Loaders with a Corrosive shotgun. Sprint toward them so they stop spinning their propeller-like arms, then step back and blast them with the shotgun. You may get struck by their melee attack, but it beats having your shots deflected.



Deke a PWR Loader into stopping its propeller arms, then pump it full of Corrosive lead!

HOT Loaders and JET Loaders typically attack during the second wave, the former coming from the south and the JET Loaders typically flying around before landing. Deal with the HOT Loaders at once and from a distance to avoid getting burned. It's worth using your grenades and Action Skill against them as frequently as possible. Make your way to cover on the south side of the map during the third wave to give yourself plenty of room to snipe the Combat Engineers that come rushing in from the north. ION Loaders comprise much of the fourth wave before a Constructor Bot and several Repair Surveyors arrive near the northern end of the map. Take cover behind either of the large rock piles in the south end of the map, and lob a grenade at the front of the Constructor Bot to eliminate the turret it deploys and to possibly take out one or two of the drones. Open fire on the eye in the center of the Constructor Bot with a rocket launcher or high-powered sniper rifle to destroy it as quickly as you can. Don't worry about using up your ammo, as this enemy represents the end of the round.

Keep your distance when confronting the Constructor Bot so as to buy yourself time to shoot its rockets out of the air.

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Hyperion Slaughter: Round 4

THE FOURTH ROUND OF THE HYPERION SLAUGHTER IS GOING TO BE THE HARDEST YET! BETTER CHECK YOUR GEAR.

MISSION BRIEFING

You've found Moxxi's final Circle of Slaughter. This circle, run by InnuendoBot 5000 (a Hyperion Loader reprogrammed by Moxxito to speak almost entirely in double entendres), throws every manner of Hyperion enemy at you. If you can survive all five rounds, you'll earn a considerable reward.

Availability: Speak to InnuendoBot 5000 in Ore Chasm after "Hyperion Slaughter: Round 3."
Unlocks: "Hyperion Slaughter: Round 5"

MISSION REWARD: INNUENDOBOT 5000

LEVEL	MONEY	XP	GEAR
27	$1919 ($2878 with Bonus)	3274	—

Ore Chasm

This is where things start to get really tough, and weapon selection both before and during the battle becomes imperative. The first wave consists of a squadron of Badass Shield Surveyors and Badass Repair Surveyors. Stick to the southern end of the map, using the overhanging cliffs for cover, and rely on a shotgun and Action Skills to clear the skies above. It's not uncommon for a Surveyor to get hung up a little on the pipes and overhanging rocks, especially if you've weakened it, so understand that you may have to hunt down the final one or two drones in order to clear the wave.

Stay in one place, grab a shotgun, and let the Badass Surveyors come to you.

The first wave continues in a manner unlike any that you've faced thus far. A drop barge moves into position near the helipad in the northwest corner and deposits several squads of Hyperion Snipers. Equip a Shock-based sniper rifle, and take cover near the container on the north-central portion of the map. Snipe the Hyperion Snipers as they jostle for position on the helipad. A second group deploys once you've killed the first one. The drop barge flies away once it has deployed the final group of Hyperion Snipers. This is your cue to bring the fight to them!

Corrosive sniper rifles provide status effects and pinpoint accuracy to help you meet the bonus objectives.

Quickly move to cover near the upper rock pile in preparation for the combination of BUL and ION Loaders that comprise the second wave. Switch back to your Corrosive weapons while trying to conserve grenades and rocket launcher ammo for the latter waves. Watch the minimap closely during this second wave so you know when the third wave is about to begin. Multiple HOT Loaders and WAR Loaders deploy near the elevator and march up the hill toward your position. If you have any Corrosive Singularity grenades, this is a great time to use them, especially if you can pull the HOT Loaders into the center of the elevator shaft or even off the ledge into the lava.

It pays to have an adaptive shield during these battles to minimize the amount of elemental damage.

The fourth wave is similar to the final wave of the previous round, only this time you're going to face Badass Shield Surveyors alongside the Constructor Bot. Employ the same tactics as before—a combination of grenades and high-powered shots to the Constructor's eye—to eliminate the enemies, but try to leave one of the Surveyor Drones intact while you collect the available ammo and health.

The fifth wave is likely going to make or break you. Numerous EXP Loaders leap into action, seemingly from all directions, and promptly chase after you. It's important to run and fire and use your Action Skills as best you can (especially Axton's Sabre Turret) to keep them from detonating at close range. But you need to do this in such a way that you eventually end up at the north end of the map when the EXP Loaders are eliminated. The reason for this is that three RPG Loaders emerge on the southern cliffs as soon as the last of the EXP Loaders detonates, and you do not want to be anywhere near those RPG Loaders when they appear. Instead, take cover either within or behind the Hyperion container on the north edge of the map, and use your best sniper rifle to take the RPG Loaders out from afar. Take your time and focus your firepower on one at a time to limit the amount of incoming rockets.

Your reward for surviving the fifth wave is a rather mild sixth and final wave against a number of Engineers. Though much easier to handle than RPG Loaders, they can still be lethal! Don't take any chances—go ahead and use up your rocket launcher ammo and grenades on them if you are the least bit worried about surviving.

Stay as far away from the RPG Loaders as you can, and always seek out cover.

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Hyperion Slaughter: Round 5

CAN YOU SURVIVE THE FINAL ROUND OF THE HYPERION SLAUGHTER?

MISSION BRIEFING

You've found Moxxi's final Circle of Slaughter. This circle, run by InnuendoBot 5000 (a Hyperion Loader reprogrammed by Moxxito to speak almost entirely in double entendres), throws every manner of Hyperion enemy at you. If you can survive all five rounds, you'll earn a considerable reward.

Availability: Speak to InnuendoBot 5000 in Ore Chasm after "Hyperion Slaughter: Round 4."
Unlocks: —

MISSION REWARD: INNUENDOBOT 5000

LEVEL	MONEY	XP	GEAR
29	($2121 with Bonus)	3715	Sniper Rifle (Blue)

Ore Chasm

The fifth round consists of seven waves in total and requires far more ammo and a good amount of defensive maneuvering than the previous rounds. It's worth making a trip to the Black Market in Sanctuary to purchase additional storage deck upgrades before continuing with this battle.

Take up position on the hill above the ladder, and pick off the Hyperion Soldiers as they funnel toward your position.

The first wave consists of numerous Loaders of numerous varieties ranging from ION to RPG. The wave also contains a few Surveyor Drones. The second wave begins with a small group of Hyperion Soldiers approaching from the northern catwalks while several RPG Loaders slowly approach from the south. Snipe the Hyperion Soldiers as quickly as you can to avoid being caught in crossfire, then take cover near the elevator or within one of the containers on the northern side of the arena.

DEUCED CHÈRE-AMIE

ATTRIBUTE	RATING
Damage	1013
Accuracy	95.6
Fire Rate	1.6
Reload Speed	4.0
Magazine Size	5
- Deals bonus Elemental Damage	
- Slagged enemies take more damage	

**Actual stats and modifiers may vary.*

MALIWAN

It really pays to have a class mod that boosts one of your go-to attacks for this battle, particularly from the third wave and beyond. For example, you can gain a tremendous boost by pairing a high-powered Torgue assault rifle with a class mod that increases magazine size and damage for assault rifles. Similarly, equipping a class mod that boosts Corrosive damage and chance to corrode can also help significantly.

The third wave routinely consists of a Super Badass Loader (or two) and a Constructor Bot. Continue using the rock pile atop the hill on the southeast side of the map for cover and focusing on the heavy enemies first, leaving the smaller ones around to obtain a Second Wind from, if needed.

The fourth and fifth waves consist largely of human and cybernetic enemies. Hyperion Infiltrators resemble Hyperion Snipers, but they're far more agile and use their cloaking ability to avoid damage and attack up close. At this point in the battle, particularly if you're playing solo, you should strongly consider moving to the Hyperion container on the north edge of the map. Use this container for cover, and strafe in, out, and around the container for optimum targeting opportunities during the fourth through sixth waves. These waves contain multiple JET Loaders, Badass Shield Surveyors, Hyperion Snipers, and many, many more enemies. Use the container for cover whenever you need to reload, allow your shields to recharge, or simply feel overwhelmed. Study the minimap, move with a purpose, and don't take any chances. Buy time with your Action Skill to collect ammo that falls on the circular arena floor to the south.

The seventh and final wave consists of a Super Badass Constructor Bot, numerous Badass Repair Surveyors, and also several auto cannons mounted on the ceiling. Move into position behind the northwest corner of the elevator. Due to the Constructor Bot's position directly south of here, this bit of cover shields you from virtually all of its attacks. Focus on eliminating the Badass Repair Surveyors first, and only step out from cover to either use an Action Skill or strike with a particularly heavy attack. Do not take any chances! Pay close attention to the Constructor Bot's audible cues and listen for when it is preparing a new attack, as this is the time for you to strike! Don't be afraid to use up your rocket launcher ammo or grenades here, as there's very little for you to Second Wind from should you get downed. If you run out, just use your Action Skill to get you through to the end. Stay in cover, wait for your Action Skill to recharge, then step out and attack. Rinse, repeat, and collect the loot.

Let the Surveyors come to you and save the auto cannons for last. Note the position in the minimap for ultimate coverage from this final wave.

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In Memoriam

LILITH IS ALIVE, BUT HYPERION SURE AS HELL DOESN'T NEED TO KNOW THAT.

MISSION BRIEFING

Lilith faked her death a couple of years ago in order to throw Hyperion off her scent. Unfortunately, a particularly enterprising bandit in Three Horns Divide managed to bug Lilith's hideout, and he now plans to sell the recordings to Hyperion. You must find this man and kill him.

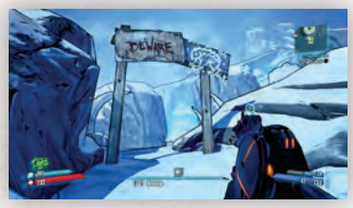
Availability: Speak to Lilith in Sanctuary after "Hunting the Firehawk."
Unlocks: —

MISSION REWARD: LILITH

LEVEL	MONEY	XP	GEAR
11	$156	1363	Head Customization (Blue)

Three Horns Divide

Lilith needs you to take down a bandit named Boll who resides in Three Horns Divide, not far from Snowbound Crossroads. Take a Light Runner south, but stay clear of the entrance to the Thirty Below cave. Continue toward the elevated ship—what a great landmark it makes!—and park the vehicle near the narrow entrance with the warning signs, positioned to the left of the bridge to Frostburn Canyon.



Boll and his two pet Alpha Snow Skags live just beyond these signs.

You needn't worry about the fire spreading to the skags, so light 'em up!

Equip a Fire-based weapon if you have one and open fire on Boll as soon as he exits his tent. Rush toward him and continue firing. Two of his pet Snow Skags charge toward your position in an attempt to bite and claw at you while the third spits from afar. Stay on the move, and consider leaping up onto the cloth canopy and then over to the skags' house to keep out of reach of the Alpha Snow Skags. If you're not worried about harming the Alpha Snow Skags, don't hesitate to use Axton's Sabre Turret or Salvador's Gunzerking ability coupled with some grenades to quickly eliminate at least one or two of the skags, along with Boll. It's also worth triggering the Stinging Cactus to help bring Boll's energy shield down. Equipping a Spike Shield also works well to fend off melee-centric enemies like these Alpha Snow Skags.

Pick up the ECHO Recorder that Boll drops to learn that three of Lilith's personal conversations with Roland have been recorded as proof of her survival. They've been secreted away throughout Three Horns Divide in some rather clever hiding spots that this guide is now going to help you find.

The first ECHO Recorder is near the elevated ship. Drive the short distance to the bandit camp at the base of the raised ship, and take a moment to gun down any enemies that might pose a threat. Back away from the camp and look up toward the anchor dangling overhead. Shoot the green-glowing clamp to drop the anchor—the ECHO Recorder is attached to it.

Don't forget to look up!

CHALLENGE!

Man's Best Friends

This challenge requires that you kill Boll without even harming his two Alpha Snow Skags (at least not until Boll has been defeated and you get credit for completing the challenge). This is more difficult for some classes than others. For example, you definitely can't use Axton's Sabre Turret at all, as there's no way to keep it from targeting the Alpha Snow Skags. Similarly, you want to be careful about using Maya's Phaselock if you have the Helios skill active (or similar). Though it can be done through traditional means if you charge Boll with a high DPS Fire weapon at close range, there is another option. Climb the ladder onto the elevated ship to the east, and snipe into Boll's camp from atop the raised ship. Just bring plenty of ammo and some good optics!

To cut down on excess travel time—have you seen the price of fuel on Pandora lately?—it's worth getting the third ECHO Recorder next. It's located all the way to the south, on a cliff overlooking Claptrap's boat. Drive through the Thirty Below cave, back toward the bridge you jumped over with your very first vehicle. Don't go back across the bridge-gap! Instead, continue south toward the pipeline in the distance. Climb up the pile of containers and snow in the back left-hand corner, and leap for the ladder leading up onto the pipes. That brings you directly to the next ECHO Recorder.

There's only one way onto the pipes: locate the ladder to the south.

Turn this valve to blow the ECHO Recorder from its hiding spot inside the crater.

The final ECHO Recorder isn't far from the gates of Sanctuary. Head north through Thirty Below to the steam pumps in the swamp-like pit just south of the city. Locate the small crater-like structure with the pipe curving toward it, to the east of the pumping rig. Turn the valve wheel to release the steam pressure, thereby sending the final ECHO Recorder flying out of the crater. Pick it up, and return to Lilith to complete the mission.

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Kill Yourself

HANDSOME JACK HAS A PROPOSITION FOR YOU.

MISSION BRIEFING

Handsome Jack has asked you to kill yourself. Jump from Lover's Leap, and he will pay you a king's ransom; wuss out, and you will get nothing. Your choice.

Availability: Jack Bounty Statue in Eridium Blight after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: JACK BOUNTY STATUE IN ERIDIUM BLIGHT

LEVEL	MONEY	XP	GEAR
27	12 Eridium	3274	—

Medical Mystery

WHAT CAN CREATE A BULLET HOLE... BUT ISN'T A BULLET?

MISSION BRIEFING

Some civilians from Three Horns Valley have been showing up at Dr. Zed's clinic with unexplainable wounds—bullet wounds without bullets, burn marks without charring. He'd like you to head out to Three Horns Valley and get your hands on whatever's causing these injuries.

Availability: Speak to Dr. Zed in Sanctuary after "Do No Harm."
Unlocks: "Medical Mystery: X-Com-municate"

MISSION REWARD: DOC MERCY

LEVEL	MONEY	XP	GEAR
8	$55	791	—

Eridium Blight

This mission is one of the most straightforward missions you'll encounter, not to mention a great source of Eridium provided you don't mind having to pay for the services of a local New-U Station. Accept the proposal from the Jack Bounty Statue, hop into a Light Runner or Bandit Technical—your preference—and drive east along the main highway. Continue across the bridge leading north and proceed past the Sawtooth Cauldron entrance to Mount Hellsfont and the ladder leading up to Lover's Leap.

Unlike the Marauder about to fall to his death, Jack's going to pay you 12 Eridium for diving from Lover's Leap.

Now you have a choice: you can either follow the Marauder you witness leaping to his death upon your arrival, or you can press the button and call the suicide prevention hotline. This is a good time to remind you that no death is permanent on Pandora. Though you may not want to lose money in a needless death, consider it a trade for 12 Eridium (and there's no other time in the game where such an opportunity exists outside of a slot machine). On the other hand, calling the crisis center still nets you the XP for completing the mission. Either way, you can be sure that Handsome Jack is going to make fun of you.

...that is, unless you wimp out and call the crisis center.

Three Horns Valley

Dr. Zed needs you to head to nearby Three Horns Valley and see what his ol' rival, Doc Mercy, is up to. Exit the Sanctuary gate and climb aboard a Light Runner at the Catch-a-Ride outside the city and head for the southern exit to Three Horns Valley (not far beyond Snowbound Crossroads). Once in Three Horns Valley, make a sharp right-hand turn and drive up the hill to the entrance to Shock Fossil Cavern.

Open fire on Doc Mercy as soon as he appears. And if you can set him on fire, all the better!

Enter the cavern on foot with your weapons loaded and ready. The cavern forks at what appears to be a large electrical generator of bootleg design. Stick to the left-hand fork and fight your way past the Crazed Marauders, Nomads, and Psychos in the area while trying to avoid detonating the explosive gas tanks and other barrels in the area. You just might need them soon enough!

Doc Mercy resides in the hut atop the stairs at the end of the left-hand fork in Shock Fossil Cavern. Approach the stairs slowly, preferably with a Shock or Fire weapon equipped, and open fire on him before he gets a chance to take cover behind the metal hospital sign he carries for protection. Though he's shielded, using a high-powered rifle can quickly drain his shield, allowing incendiary damage to burn his flesh.

Now that you've gotten Doc Mercy's attention, you're going to quickly see first-hand why Dr. Zed asked you to pay his nemesis a house call. Doc Mercy wields a powerful E-tech assault rifle that packs tremendous punch, a blistering rate of fire, and a ridiculously large magazine. Do not expect to see him reload! Once shot, Doc Mercy's shield makes it hard to get a clean line of sight on him, so put any grenades and explosive weaponry to use—explosive firepower inflicts concussive splash damage directly through his large riot shield. To make matters worse, Doc Mercy also possesses Transfusion grenades that drain your health and transfer it to him, thus enabling him to essentially heal himself. These grenade attacks can be extremely difficult to survive, especially if you're at a lower level than Doc Mercy. Keep your distance and try luring him toward the barrels and explosive gas tanks that you hopefully left intact. Search Doc Mercy's body for the mysterious weapon he was using to trigger the subsequent mission.

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Medical Mystery: X-Com-municate

NOW THAT YOU'VE FOUND AN E-TECH GUN, IT'S TIME TO TRY IT OUT.

MISSION BRIEFING

Dr. Zed has made you his honorary research assistant! Your job: find out more about how this E-tech gun works by "field testing" it on some bandits. As in, by "shooting" a bunch of them with it until they "die."

Availability: Automatically available after "Medical Mystery."
Unlocks: —

MISSION REWARD: DR. ZED

LEVEL	MONEY	XP	GEAR
8	—	791	Pistol (Purple)

Mighty Morphin'

ALL LIVING THINGS ARE BEAUTIFUL. EVEN THE DISGUSTING ONES.

MISSION BRIEFING

Sir Hammerlock would like you to find some varkids in Tundra Express, force them to morph, and then inject their cocoons with a special serum so he can study their morphing qualities. Be careful, though: a varkid won't morph if it is the last one left alive, and you can only inject regular varkid pods. Badass pods won't work.

Availability: Speak to Sir Hammerlock in Sanctuary after "A Dam Fine Rescue."
Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
14	$219	2069	SMG (Green)

Three Horns Valley

It tastes like burning!

Dr. Zed isn't quite sure how this newfangled E-tech weapon works, so he needs you to put it to use and kill no fewer than 25 bandits with it. A random version of "BIASSter" assault rifle has been added to your Backpack as a Mission Weapon. Equip it and immediately open fire on the Psychos charging your position. Shock Fossil Cavern only contains 15 of the 25 enemies you need to kill, but it also contains those easiest to defeat, so do your best to *not* kill them through other means.

Despite its massive 184-round magazine, the BIASSter consumes two rounds per shot and churns through ammo faster than you can say *medical malpractice*. The Psychos drop additional ammo, but the rifle has a shockingly slow reload speed. High technology, my BIASSter! Only reload when you've got enough ammo to make it worthwhile; otherwise, switch to a different weapon and farm some assault rifle ammo from loot drops and nearby containers. Those playing as Maya and Zero can effectively use their Action Skills to buy some time while they reload. Roland's Sabre Turret, though helpful in that it does attract enemy attention, tends to kill too many enemies, thus forcing you to have to search far and wide for additional bandits to kill. Another option is to equip a Spiked Shield so as to at least have some defense from the marauding Psychos while you reload.

You can farm the remaining bandits for Dr. Zed at Southpaw Steam & Power.

Kill all of the Psychos in Shock Fossil Cavern, then exit the cave where you entered and cross the road to the west toward the Southpaw Steam & Power facility. The courtyard has a number of Nomads, Crazed Marauders, and other Psychos for you to hunt down with the E-tech weapon. Still need more bandits to kill? If so, head inside Southpaw Steam & Power, use the Ammo Dump vending machine to load up on assault rifle ammo, then attack the bandits in the facility. Use the Fast Travel station inside Southpaw Steam & Power to quickly get back to Sanctuary and report your findings to Dr. Zed.

Tundra Express

Speak with Sir Hammerlock at Moxxi's Bar to accept this mission and receive the Evolutionary Injector. He wants you to head out to Varkid Ranch in Tundra Express and inject the varkid pods with this special serum and see what happens. Here's a clue: bring plenty of firepower! Though it may sound rather benign, this is actually one of the hardest early-stage missions you're likely to encounter. Bring plenty of ammo, a rocket launcher, and a large capacity Fire-based weapon.

Make your way to Three Horns Divide and drive to the northern camp to find the entrance to Tundra Express. Once there, immediately check the vending machines on the right to see if either has a shield that offers immunity to Corrosive attacks—the benefits of such a shield cannot be overstated for this mission (though elemental immunity shields only provide immunity to damage-over-time, not the initial physical impact).

Corrode immunity isn't essential, but it certainly helps!

Descend the path toward Varkid Ranch and get the attention of several Larval Varkids. Shoot the ground around them to jolt them into action, and watch for one or two to burrow into the ground and form an Adult Pod. Quickly shoot one of the pods with your Fire weapon as you rush toward the other and inject it with the Evolutionary Injector—whatever you do, do *not* inject multiple pods!

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SECOND WINDED

Depending on where you are when you get downed, you may be able to score an easy Second Wind by targeting one of the Firemelon plants that grow around the varkid hives. Firemelons explode in a ball of fire when shot and are more than capable of killing a Larval Varkid if it's nearby.

Pepper the Mutated Badass Varkid with Fire damage from afar while leading it into narrower confines.

Larval Varkids morph into an Adult Varkid, which in turn can morph into a Badass Varkid. Your serum injection ramps up the evolution and yields a Mutated Badass Varkid, an extremely resilient foe capable of attacking with a deadly corrosive spit attack as well as a spleen-rupturing dive-bomb physical attack. Lead this enemy away from the other varkids (but try to leave one or two Larval Varkids alive in case you need a Second Wind), and unload on it with fire weaponry. If you manage to damage the Mutated Badass Varkid substantially, it falls to the ground and becomes much easier to hit. Quickly switch to your rocket launcher and bombard it with rockets to destroy it. Pick up the Mutated Varkid Sample for Sir Hammerlock, who (as he's wont to do) subsequently decides he wants four more samples just like it.

Each and every encounter with a Mutated Badass Varkid is likely to leave you in need of ammo and health. Return to the vending machines near the Fast Travel station, and get topped off. Don't worry about exhausting the supply of varkids in Varkid Ranch, as there are plenty more to the west; just follow the path in a clockwise loop around the base of the mountain. Remember that a lone Larval Varkid won't attempt to morph—it only morphs in the presence of other varkids.

Gunzerking with a sniper rifle and rocket launcher? Not a bad idea when hunting Mutated Badass Varkids!

Mine, All Mine

IF YOU'VE EVER WANTED TO SHOOT SOMEONE WHO SAYS STUFF LIKE "TARNATION," THIS IS THE MISSION FOR YOU.

MISSION BRIEFING

Lilith has asked you to investigate an Eridium mine in Tundra Express. Given how dangerous unrefined Eridium can be in the wrong hands—which is to say, any hands that aren't Lilith's, Roland's, or yours—Lilith has asked you to exterminate the bandits at the mine and find out where they're sending the Eridium.

Availability: Speak to Lilith in Sanctuary after "A Train to Catch."
Unlocks: "The Pretty Good Train Robbery"

MISSION REWARD: TINY TINA

LEVEL	MONEY	XP	GEAR
13	4 Eridium ($175 with Bonus x4)	1820	—

Tundra Express

Speak to Lilith in Sanctuary, then Fast Travel to Tundra Express and make your way to the northeast corner of the region to enter Mount Molehill Mine. Just entering the area satisfied the first objective, but now you've got to kill 10 bandit miners. This particular area is patrolled by Goliath Diggers that lord over many Marauders who work here. Climb onto one of the Hyperion containers or houses and target the Goliath Digger for a rage-inducing headshot. Raging Diggers are obviously more of a threat—and there are plenty of enemies here to elevate him to Ultimate Badass Goliath Digger—but Raging Diggers toss aside their dual assault rifles and can help you quickly eliminate the other bandit miners.

With the 10 bandit miners killed, you have a choice. Make your way to the conveyor belt and run up the belt, past the crushers, and across the second belt to reach the upper level of the mine. Be careful when navigating the series of crushers, as they can inflict damage if you stand under the piston as it drives downward. Quickly step forward between the spaces as the crushing pistons rise out of the way.

Prospector Zeke manages the upper area of the mine and is accompanied by several Rat Miners. Ignore the Miners unless you need something to shoot for a Second Wind. Instead, put your Action Skill to use, and immediately attack Prospector Zeke with everything you've got. Though he resembles a Nomad, Prospector Pete has a substantive shield that can withstand a decent amount of damage. Fortunately, Fire weapons can still set him aflame for damage over time. Finish him off and pick up the ECHO Recorder he drops. Bring it to Tiny Tina at once!

PAINTING THE PROSPECTOR PURPLE

There's a bonus to be had if you kill Prospector Zeke with slag. Though you may not have any slag weapons yet, you're bound to get them soon (quite possibly during "The Ice Man Cometh" mission). Nevertheless, to get credit for this bonus objective, you needn't actually kill Prospector Zeke with the slagging weapon, but rather while he's slagged. So be sure to slag him again before killing him if the first dose wears off. He must be purple when you kill him for you to get credit.

Minecart Mischief

A MYSTERIOUS CAVE. AN ABANDONED MINECART.

MISSION BRIEFING

You found an ECHO Recorder explaining that all minerals must be pulverized by the rock crusher at the end of the mining track. If you can get the mineral chunk to the rock crusher, you'll be able to access whatever goodies it holds.

Availability: Locate the ECHO Recorder at the Abandoned Mining Site in Caustic Caverns after "Bright Lights, Flying City."

Unlocks: —

MISSION REWARD: CAUSTIC CAVERNS

LEVEL	MONEY	XP	GEAR
17	4 Eridium	2903	—

Monster Mash: Part 1

ZED NEEDS BODY PARTS BUT WON'T SAY WHY. SURELY THIS WON'T COME BACK TO BITE HIM LATER.

MISSION BRIEFING

Dr. Zed is paying you to retrieve various creature parts for him. You can get parts from any type of spiderant. He will not say why.

Availability: Speak to Dr. Zed in Sanctuary after "Where Angels Fear to Tread."

Unlocks: "Monster Mash: Part 2"

MISSION REWARD: DR. ZED

LEVEL	MONEY	XP	GEAR
26	$856	3063	Assault Rifle (Green) or Grenade Mod (Green)

Caustic Caverns

Fight your way around the perimeter of Caustic Caverns in a counter-clockwise direction until reaching the Abandoned Mining Site. Take a minute to eliminate the area's thriving thresher population, then locate the ECHO Recorder affixed to the post near the rail tracks. And so begins the Minecart Mischief mission…

Follow the tracks to the west across the bridge, and head into the mouth of the tunnel. There, you'll find an abandoned minecart filled with rocks bound for the crusher. Get behind the cart and push it along the tracks toward the gate to the east. You may need to battle any remaining threshers and varkids in the area as you push, so try to build up a head of steam and shove the cart forward so you can fire off some rounds while the cart rolls ahead on its own. This is a far easier thing to do if you cleared the area of enemy creatures prior to starting the mission.

Use the valve on the left to open the gate and continue on into the varkid-infested tunnel ahead. Equip a Fire weapon to burn the varkids alive, and keep on pushing to the next gate. Once again, turn the valve on the left beside the gate to open it and continue on. The valve controlling the third gate is on the right. Keep your eyes peeled for varkid pods, and attack them at once—this is not the time to be farming Badass and Super Badass Varkids!

Varkids are super vulnerable to Fire, and the flames make it easier to track them in the darkened tunnel.

Continue pushing the cart until it topples off the edge onto the conveyor belt below. Now, pull the floor level beside the track to activate the crusher. Do your best to maintain your position on this upper level while the ore is pulverized; there will be plenty of time to explore the rest of the Infested Warehouse soon enough. Fend off the remaining varkids, and collect the raw Eridium that is spit out from the crushing device. Turn in right where you pick up the raw Eridium, then take some time to explore the upper and lower levels of this corner of the Infested Warehouse before exiting through Dahl Deep Core 06.

The Dust

This three-part mission starts out as straightforward as can be: Zed needs you to bring him four spiderant parts, and in return for your effort, he'll give you a bunch of money, XP, and your choice of an assault rifle or grenade mod.

Use the Fast Travel station to head to The Dust and loop around the side of Ellie's Garage to visit Bug Gulch. There are plenty of spiderant dens here. Not every spiderant is going to drop a mission item, but plenty of them do. Lay waste to as many spiderants as it takes to get the four parts, then return to Zed for the next phase of this mission series.

The spiderants in Bug Gulch are easily accessible from the Fast Travel station at Ellie's Garage.

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Monster Mash: Part 2

ZED NEEDS MORE CREATURE PARTS!

MISSION BRIEFING

Dr. Zed is paying you to retrieve even more creature parts for him. He still won't say why.

Availability: Speak to Dr. Zed in Sanctuary after "Monster Mash: Part 1."
Unlocks: "Monster Mash: Part 3"

MISSION REWARD: DR. ZED

LEVEL	MONEY	XP	GEAR
28	$1074	3491	SMG (Green) or Grenade Mod (Green)

Monster Mash: Part 3

IT'S ALIVE!

MISSION BRIEFING

Zed's secret projects have gotten loose. He needs you to head to Arid Nexus and hunt down his abominations.

Availability: Speak to Dr. Zed in Sanctuary after "Monster Mash: Part 2."
Unlocks: —

MISSION REWARD: DR. ZED

LEVEL	MONEY	XP	GEAR
28	4 Eridium	6983	—

Multiple Locations

Dr. Zed wants you to head to Arid Nexus Boneyard and collect rakk parts before visiting Arid Nexus Badlands and finding skag parts. These places contain plenty of both species, but depending on where you are in the story and your feelings about going hunting in unvisited lands, you may find it easier to simply visit an area you're already familiar with for the purposes of this mission.

A rakk from any other nest is still a rakk.

To complete this mission as speedily as possible, use the Fast Travel station to return to Liar's Berg in Southern Shelf and head out onto the ice near Gateway Harbor. Bring a shotgun, stand near the water, and wait for the rakk to swoop within range. Unlike other areas you might return to, the enemies at Southern Shelf remain at a very low level. You won't earn any XP for killing them, but you'll get plenty of rakk parts in no time flat.

When it comes to finding skag parts, it's hard to beat Three Horns Valley. Use the Fast Travel Station to visit the Happy Pig Motel, and get yourself a Light Runner from the adjacent Catch-a-Ride. Drive a short bit east west toward the lake to find a thriving skag den. There's no need to even get out of the vehicle—you can kill plenty of skags with the Light Runner's guns and even collect the skag parts by driving over them. Return to Dr. Zed to complete the mission.

Three Horns Valley is teeming with the skag parts Dr. Zed craves.

Arid Nexus Boneyard

Four parts spiderant, four parts rakk, and four parts skag: Dr. Zed presents the skrakk! The abominations have gotten loose over Arid Nexus Boneyard, and Dr. Zed needs you to hunt them down before anyone sees what he's created. Use the Fast Travel station to return to Arid Nexus Boneyard (or drive across the bridge from Eridium Blight) and deploy a Light Runner from the Catch-a-Ride. Drive east across the Boneyard toward Eridium Pump Station 2, and keep your eyes to the sky. Open fire on the skrakk with the vehicle's machine guns, and blast these griffin-like beasts out of the air before they can attack with their four claws and beak. Spin around in circles with the vehicle and resist the urge to move to the turret, as it's too important to keep the vehicle on the move.

Run over any Hyperion Engineers that attack, and keep your guns pointed at the sky to kill the skrakk.

The skrakk were certainly a problem that could not be released upon the world, but they were not Dr. Zed's only experimental atrocity. Use the Fast Travel station to make your way to Frostburn Canyon and proceed in a counter-clockwise loop to Frozen Ant Lake. From there, take the left-hand path and climb the scaffolding up the side of the cliff to the icy plateau above. There, you encounter a creature by the name of Spycho.

Spycho is no ordinary spiderant, but it fortunately has the same vulnerabilities of one—namely, its butt! Enlist the help of any nearby Goliaths by shooting off their helmets, then maneuver yourself around the side of Spycho to get a clean shot at its vulnerable region. Lay waste to Spycho with Explosive or Fire-based weaponry, then return to Dr. Zed to collect your reward.

Spycho can be tamed just like any other spiderant.

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Neither Rain nor Sleet nor Skags

THE MAIL MUST ARRIVE ON TIME!

MISSION BRIEFING

The Pandora Postal Service, owned and operated by one Lance Scapelli, is in need of a new courier after the previous one was crippled by the Bloodshot clan. Scapelli has hired you to deliver packages to various mailboxes scattered around Three Horns within a certain amount of time.

Availability: Happy Pig Bounty Board in Three Horns Valley after "No Vacancy."
Unlocks: —

MISSION REWARD: HAPPY PIG BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
8	$55	791	Assault Rifle (Green) or Grenade Mod (Green)

Three Horns Valley

This mission is the first of a select few timed delivery missions you'll get to experience. Though it can be quite challenging if you don't know where you're going, get tied up in combat, or simply fall off the elevated walkways, the accompanying map contains a route proven to get you to the finish with plenty of time left on the clock. That said, it's important to prepare for the mission before picking up the packages and starting the timer. Ready a Light Runner and park it facing south near the Happy Pig Motel, as close to the packages as possible. Secondly, equip a powerful Fire weapon and have plenty of ammo for it. You're going to want to spend as little time in combat as possible, but having a Fire weapon is a significant advantage.

Once ready to begin, climb the ladder on the back of the bus and pick up the packages to start the timer. You have 1:30 to deliver all five packages, but you receive an additional 0:15 for each package you deliver. Sprint to the Light Runner and use its turbo boost to drive due south toward Split Skull Bay. Don't hesitate to leap off the cliff to the right of the pumping station! Head straight for the house closest to land and park the Light Runner directly next to the first green-glowing mailbox.

1 The first mailbox is right near the steps leading out onto the waterside village. Park next to it, deliver the mail, then run up the steps.

2 The second mailbox is directly above and to the left of the first. Climb the steps and turn and leap onto the rocks to the left. Run along the rocks, jump onto the narrow ledge near the house, and move to the front-right corner of the house. Carefully vault around the corner of the house to the deck near the mailbox.

3 Leap off the deck onto the main dock down below on the right and head out to the farthest house, located to the right of the distant boat. Use your Action Skill to get through the numerous enemies along this path.

4 You'll make or break the run on the fourth mailbox. Leap into the water and sprint through the water to the next dock. Jump up out of the water in the middle of the dock and race up the stairs to the second level. Find the mailbox at the end of this deck, straight ahead on the left.

5 Face the edge nearest the fourth mailbox and drop straight down onto the floating dock below. Run left along this dock, then turn right and head up and over the bridge to the next series of houses. The final mailbox is in front of the house to the far left.

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No Hard Feelings

TO MURDER IS HUMAN; TO FORGIVE, DIVINE.

MISSION BRIEFING

A bandit you killed wishes (or wished?) to posthumously award you a cache of guns in Tundra Express. You've just gotta collect 'em.

Availability: Kill the Tundra Patrol at Tundra Express during "A Train to Catch."
Unlocks: —

MISSION REWARD: WILL THE BANDIT'S LOOT CACHE

LEVEL	MONEY	XP	GEAR
15	98	2730	Shotgun (Blue) or Assault Rifle (Blue)

No Vacancy

CATCH-A-JOB!

MISSION BRIEFING

You found the abandoned Happy Pig Motel. Scooter has asked you to turn the town's power back on so you can use the motel's vending machines and bounty board.

Availability: ECHO Recorder staked to the Happy Pig Bounty Board in Three Horns Valley after "Plan B."
Unlocks: "Neither Rain nor Sleet nor Skags"

MISSION REWARD: HAPPY PIG BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
8	$111	791	Skin Customization (White)

Tundra Express

Treat everyone you see like an enemy, and you're bound to come across this ECHO Recorder dropped by the Tundra Patrol.

You must kill the Tundra Patrol and pick up his dropped ECHO Recorder to initiate this mission. Will the Bandit can often be found walking the road leading north toward Buzzard Academy from the lone cabin near Varkid Ranch. Once found, the ECHO Recorder leads you to a secret weapons stash he's set aside in the instance someone ever manages to kill him in combat. He wants you to have it. And yes, this is most certainly a trap.

Make your way across Varkid Ranch to the Buzzard pad and approach the treasure chest to draw out several Freezing Psychos. These axe-wielding maniacs sprint after you to attack, but you can bring them to their knees with a few well-aimed shots to their legs. Set them aflame with a Fire weapon to kill them, then kill the multiple Marauders that attack next. Once they've all been slain, you're free to raid Will the Bandit's weapons cache.

Freezing Psychos aren't as cool as they think they are.

Three Horns Valley

Shoot the raised ladder on the steam pump to lower it within reach.

Bandits shot up the Happy Pig Motel and killed the power to the area and Scooter wants you to get the juice flowing again. Walk over to the steam pump valve near the vending machine and give it a turn to see if it will come on—try not to act too surprised when it doesn't. It turns out three parts to the power generator need replacing: a steam valve, a capacitor, and a gearbox. Fortunately, none of them are too far away.

Hop aboard a Light Runner and head south towards the nearby steam pumping rig. Shoot the green glowing ladder to drop it within reach and climb up to the piston on top of the tower. Leap up and pluck the Steam Valve from the top of the pump. This turns off the power to the nearby bandit camp, so expect some recourse for this. Stay atop the tower and snipe the bandits as they arrive. Fire a round or two at the nearby skags to draw them into the fight as well. The Spitter Skags may try to hit you with their projectiles, but the others will likely attack the bandits.

Like shooting fish in a barrel.

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Leap down to your Light Runner and continue south to the next pumping station to retrieve the capacitor. Open the door to the capacitor on the base of the pump—it's empty thanks to those damn skags! Kill all of the skags in the immediate area to find the missing Capacitor. You can do this on foot, but it's much easier—and safer—to put the Light Runner to use against them. Drive circles around the skags while firing on them with the vehicle's weapon systems. Tempting as it may be, you should not simply climb into the turret and leave the vehicle idle, as the skags will tear it to pieces in a matter of seconds. The last skag you kill will drop the missing piece of equipment.

Slay the nearby pack of skags to find the missing Capacitor.

Not so badass now, are you furry?

Two parts down, one to go. Drive north past the Happy Pig Motel and veer slightly to the right as if to approach the northern exit to Three Horns Divide. The Gearbox you seek is located at the pumping station near the partially frozen rocks, but the Badass Bullymong living on the pumping station has eaten it. Kill the Badass Bullymong—Fire weapons will make quick work of it—and retrieve the item it drops.

Return to the Happy Pig Motel and scamper up the rocks to the left of the motel entrance. From there, run and leap onto the roof above the Catch-a-Ride and install the Gearbox near the ladder. Climb the ladder to the top of the pumping tower and replace the Steam Valve. Drop back to the ground and replace the Capacitor at the base of the pump. Now return to the valve you tried at the start of the mission and turn the power on. Collect your reward at the Happy Pig Bounty Board.

Install the three acquired parts into each of their respective slots at the Happy Pig Motel's power station.

Note for Self-Person

EVERY ONCE IN A WHILE, A GOLIATH GETS A GOOD IDEA.

MISSION BRIEFING

A Goliath named Crank has a cache of weapons hidden somewhere in The Fridge. Go find it.

Availability: ECHO Recorder dropped by Goliath in The Fridge after "Bright Lights, Flying City."

Unlocks: —

MISSION REWARD: THE FRIDGE

LEVEL	MONEY	XP	GEAR
17	($308 with Bonus)	2903	Rocket Launcher (Blue)

The Fridge

There's a Goliath in The Fridge (typically in the Frigid Cleft area) that drops this mission's ECHO Recorder. Since the weapons cache is located beyond The Rat Maze in Crystal Claw Pit, it's worth completing this mission either during or after you accept "The Cold Shoulder." This way, the door to The Rat Maze will be open as you battle Laney White.

Fight through The Rat Maze and clear the ice off the large red Dahl chest to complete this short mission.

Once you've found the ECHO Recorder by killing a Goliath in the Frigid Cleft, head due south to the previously locked gate leading into The Rat Maze. Move cautiously, as there are dozens of Tunnel Rats, Field Rats, and Lab Rats lurking in these halls. There's also plenty of lootable containers and chests to scavenge money and items from.

As for the weapons cache, all you need to do is make your way to Crystal Claw Pit and locate the chest, then shoot the three chunks of ice off of it. You'll naturally want to kill the Midgets and other enemies in the area, but consider refraining until after you open the chest. A towering creature by the name of Smash Head bursts from the ice and attacks as you access the chest. Back away, and unload on the creature with Explosive or Fire weapons until it's put down. Try to shoot around the large Dahl sign it wields as a shield, and keep out of reach of its melee attacks. Any surviving rats in the area may come in handy if you need to Second Wind.

The mission isn't over until Smash Head says it's over!

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Out of Body Experience

CAN A RUTHLESS KILLING MACHINE CHANGE ITS WAYS?

MISSION BRIEFING

After blasting Loader #1340's AI core out of his body, he requested that you help him find a new one. This may involve him attempting to kill you a few times, but it's not like that's anything new. For now, Loader #1340 wants you to put him inside an inactive constructor bot.

Availability: Locate the Loader #1340 AI Core inside Bloodshot Stronghold after "A Dam Fine Rescue."

Unlocks: —

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
13	—	1820	Shotgun (Blue)

MISSION REWARD: DR. ZED

LEVEL	MONEY	XP	GEAR
13	—	1820	Shield (Blue)

REFACTORED SHOTGUN #1340

ATTRIBUTE	RATING
Damage	48x6
Accuracy	68.0
Fire Rate	3.6
Reload Speed	2.9
Magazine Size	8
- Firing increases accuracy	

**Actual stats and modifiers may vary.*

HYPERION

ACTION ITEMIZED #1340 SHIELD

ATTRIBUTE	RATING
Capacity	360
Recharge Rate	37
Recharge Delay	2.57
Absorb Chance	31%
- Chance to absorb enemy bullets	
- Absorbed ammo is added to your Backpack	

**Actual stats and modifiers may vary.*

VLADOF

Bloodshot Ramparts

FINDING THE CORE

To access this mission, you must first return to Bloodshot Stronghold, likely during the "Splinter Group" mission, and locate the Loader #1340 AI Core. You encounter two Marauders kicking a Loader near the employee break room in the first area of the dam—make sure the Loader is destroyed, and pick up the AI Core to start the mission.

DIE, DIE, DIE!

Now that you've witnessed the horrible death of a seemingly defenseless Loader, the AI Core wants you to make amends by installing it into a defunct Constructor Bot in Bloodshot Ramparts. Fight your way back through Bloodshot Stronghold to the exit to Bloodshot Ramparts (as you did during "A Dam Fine Rescue"), and load up on ammo at the vending machines outside.

The deactivated Constructor Bot isn't far from the entrance. Be sure to equip some Corrosive or Explosive weaponry before installing the AI Core because, once installed, Constructor #1340 immediately sets to attack! And as with W4R-D3N, Constructor #1340 attacks primarily by deploying a Constructor Turret and numerous GUN and EXP Loaders. Put your knowledge gained during the battle with W4R-D3N to use and open fire on Constructor #1340 with your best Corrosive weapon or (if you have it handy) a rocket launcher. Constructor #1340 doesn't have a shield, so there's no need to worry about Shock weapons. Of course, try to target its eye for maximum damage!

Pick up the AI Core from the wreckage—the AI is very apologetic for having attacked you like that and wants a second chance. Take the AI Core to the decommissioned WAR Loader in the next section of the dam. Kill the Psychos and Nomads in the area before approaching the WAR Loader so you don't get attacked from both fronts. Once again, prepare for battle. This time, give the risen foe a bit more respect, and seek out some cover. WAR Loaders are capable of firing a barrage of small missiles. Open fire with a Corrosive weapon, and duck in and out of cover to avoid the rockets.

LETHALLY ANNOYING

Take the AI Core from the WAR Loader #1340's wreckage and return to Sanctuary. You can get there either by returning through Bloodshot Stronghold or by continuing across Bloodshot Ramparts to the Fast Travel station (this is the faster option). Once in Sanctuary, head straight for Moxxi's Bar and install the AI Core into the radio near the piano—what could possibly go wrong? Listen to AI Core #1340's serenade for as long as you can stand it—or for as long as it takes to record a ringtone for your phone—then open fire on the radio. Remove the AI Core and either take it to Marcus to have it installed into a shotgun or Dr. Zed if you wish to have it made it into a shield. Note that taking it to Marcus yields a talking shotgun that is every bit as funny as it is powerful.

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Perfectly Peaceful

THE CRYSTALISKS WEREN'T ALWAYS BRUTAL MONSTERS.

MISSION BRIEFING

Sir Hammerlock is eager to find out how the crystalisks came to be. He is willing to pay you for evidence of their origins. Hammerlock has suggested you start looking in Caustic Caverns.

Availability: Talk to Sir Hammerlock in Sanctuary after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
17	4 Eridium ($308 per Bonus)	2903	—

Poetic License

ELIOT. YEATS. FROST. SCOOTER.

MISSION BRIEFING

Scooter wants to write a love poem, but he needs inspiration. He's asked you to explore Pandora and find natural (or unnatural) landmarks that can inspire him to complete his poem and win the heart of a woman named Daisy.

Availability: Talk to Scooter in Sanctuary after "Wildlife Preservation."
Unlocks: —

MISSION REWARD: SCOOTER

LEVEL	MONEY	XP	GEAR
20	$434 ($868 with Bonus)	1929	Assault Rifle (Green) or Sniper Rifle (Green)

Caustic Caverns

Sir Hammerlock needs you to head to Caustic Caverns and locate the evidence detailing the origins of the crystalisk species. He's willing to pay bonus money for killing a small number of spiderants, threshers, and crystalisks. Completing these bonus objectives should be of little trouble, provided you want to live. Caustic Caverns boasts one of the densest creature populations in all of Pandora; you'll be hard-pressed to make it out alive without killing at least a few dozen enemies. The only one that could prove difficult without a special effort is the spiderant objective. Be sure to pay the Nether Hive a visit before proceeding through the tunnel to Dahl Deep Core 06.

The first ECHO Recorder isn't far from the entrance to Caustic Caverns. It's on a garbage pile just before the Oozing Discharge area.

The second piece of evidence is located in the Infested Warehouse. Lay waste to the varkid infestation, and then pluck it off the column in the center.

Each of the four ECHO Recorders you seek is marked on the minimap and can be found as you make your way around the map in a counter-clockwise direction. Read on for specifics regarding each ECHO Recorder's whereabouts.

This ECHO Recorder is affixed to a tombstone on the northern edge of Eridian ruins. Drop to a lower ledge to find it near a chest.

Make your way through the mining tunnel on the west side of the area and proceed to the blood-soaked room in Dahl Deep Core 06 to find this final ECHO Recorder. You may need to complete "Minecart Mischief" to access this area.

Thousand Cuts

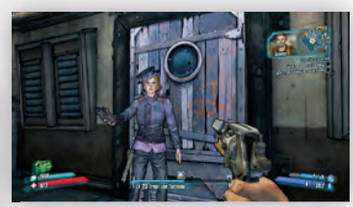
Scooter has a certain lady friend he's trying to impress, but he needs some inspiration. Take his camera off the nearby cart, and head to Thousand Cuts to photograph some rather macabre scenes that he can work into a poem. He also wants you to find him a nudie magazine, but that's for a different purpose.

Remember, kids, beauty is in the eye of the beholder!

You can reach all the three inspirational scenes and the stray nudie magazine that Scooter wants you to find while making a pseudo counter-clockwise loop around the northern half of Thousand Cuts. Start by fighting your way north into Slab Town. Take shelter from the Buzzards in the hut to the right of the first small bridge, and pick up the nudie magazine while you're there.

Continue exploring Slab Town, then cross the small bridge to the left to find two of the tombstones in the town and also the first bit of inspiration for Scooter. Photograph the corpse on this small rocky island.

Return south through Slab Town and cross the western bridge to Bloody Knuckle Point. The next piece of inspiration is a deceased Marauder in an embrace with a Loader. You'll find them lying on the ground at the base of the building with the turret mounted on it. The final item needing to be photographed is a lone flower located in No Man's Land. Head due south from the bandit-and-Loader photo op to find the flower, then return to Scooter at once.



To say Daisy exhibits a strong reaction to Scooter's poem is putting it lightly.

Scooter then records the poem on an ECHO Recorder, which he wants you to deliver to Daisy. She's located in Sanctuary, along the road leading from Scooter's Garage up to Moxxi's Bar. Give her the ECHO Recorder, and wait for her reaction before returning to Scooter.

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Positive Self Image

BEAUTY IS IN THE EYE OF THE BEHOLDER.

MISSION BRIEFING

The Hodunk bandits in The Dust have made a hood ornament mocking Ellie's appearance. Unfortunately for them, Ellie has taken a liking to the ornaments and wants a few to use as decoration. She has asked you to destroy any car with the ornament attached to it and bring the ornaments back to her.

Availability: Talk to Ellie in The Dust after building the Bandit Technical during "A Dam Fine Rescue."

Unlocks: —

MISSION REWARD: ELLIE

LEVEL	MONEY	XP	GEAR
11	—	1363	Relic (Blue)

The Dust

The Hodunks thought they were being funny when they made those Ellie-looking hood ornaments, but now they're going to learn the folly of their ways. Head out into The Dust with your preferred vehicle—this is a good time to try out one of your new Bandit Technicals—and set to hunting down the other Bandit Technicals, the Hodunk car-of-choice! The minimap helps you track them, but you shouldn't have much trouble so long as you cruise the area west of Ellie's Garage, through Old Dahlwell Oasis, and down to Moonshiner's Shack. Seek out individual vehicles whenever possible to avoid the risk of having your ride destroyed. Each destroyed Bandit Technical drops one of the desired hood ornaments. Collect six of them, and return to Ellie's Garage.

While you were gone, Ellie has decided to do a little decorating with the hood ornaments you're fetching her. Move around the perimeter of her garage, placing each of the six hood ornaments in the spots she's marked. Talk to her when you're done to receive The Afterburner, a special relic that helps you set some fast laps on the Hodunk Speedway. That is, once you gain access to it…

THE AFTERBURNER

ATTRIBUTE	RATING
Boost Capacity	+68.2%
Boost Recharge Rate	+101.2%
Boost Recharge Delay	+50.3%
- Enhances vehicle boost capabilities.	

**Actual stats and modifiers may vary.*

ERIDIAN

Rakkaholics Anonymous

TIME FOR A BOOZE RUN!

MISSION BRIEFING

Given what happened to Bloodwing, Mordecai wants to get superbly drunk. He has, quite simply, asked you to get him enough booze to knock out a rakk hive. You can steal some rakk ale from the booze runners in The Dust.

Availability: Talk to Mordecai at Sanctuary after "Wildlife Preservation."

Unlocks: —

MISSION REWARD: MORDECAI

LEVEL	MONEY	XP	GEAR
19	—	3527	Sniper Rifle (Blue)

MISSION REWARD: MOXXI

LEVEL	MONEY	XP	GEAR
19	—	3527	Pistol (Blue)

The Dust

Fast Travel to The Dust and get yourself a vehicle from the Catch-a-Ride at Ellie's Garage. Any vehicle works, but a Bandit Technical with a catapult is particularly suitable for this mission. Head out across the sands in search of the Moonshiner and its Bandit Stinger escorts. Ignore the escorts as long as you can (at your own risk, of course), and fling Explosive barrels and bullets at the Moonshiner truck. With every bit of heavy damage you inflict, another barrel of rakk ale falls off the back of the truck.

The Moonshiner more or less drives a loop around the perimeter of The Dust, so you have plenty of time to relieve it of its tasty beverage. The barrels of rakk ale roll a bit once they hit the ground, but their location gets marked on the minimap just as the Moonshiner's is. Drive over the barrels to pick them up.

Fling those explosive barrels at the Moonshiner and drive over the kegs that fall off his truck.

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Though Mordecai had asked you to go on this mission for him, Moxxi ECHOs to you that she would like to have the rakk ale, too. The choice is yours: Mordecai will offer you a sniper rifle, while Moxxi will give you a pistol.

NIGHT SLOTH

ATTRIBUTE	RATING
Damage	501
Accuracy	97.1
Fire Rate	6.1
Reload Speed	4.2
Magazine Size	7
Chance to Slag	45.0%
- Burst fire while zoomed	
- Slagged enemies take more damage	

**Actual stats and modifiers may vary.*

MALIWAN

POTENT RUBI

ATTRIBUTE	RATING
Damage	215
Accuracy	92.9
Fire Rate	2.5
Reload Speed	2.3
Magazine Size	8
Electrocute Dmg/Sec	97.9
Chance to shock	15.6%
- High elemental effect chance	
- Consumes 2 ammo per shot	
- Deals bonus Elemental Damage	
- Highly effective vs. Shields	

**Actual stats and modifiers may vary.*

MALIWAN

Rock, Paper, Genocide: Corrosive Weapons!

AND NOW: CORROSIVE WEAPONRY!

MISSION BRIEFING

Marcus has some Corrosive weapons ready for you to try out.

Availability: Speak to Marcus after "Rock, Paper, Genocide: Shock Weapons."
Unlocks: "Rock, Paper, Genocide: Slag Weapons!"

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
8	$22	395	—

Sanctuary

Corrosive weapons are perfect for use against armored enemies, such as the Hyperion Bot Marcus managed to string up for your amusement. Open fire on the competitor with the Corrosive pistol, and watch as the Corrosive properties quickly eat away at the armor and inflict far greater damage than standard bullets would. Corrosive weapons are also great for use against flesh-based enemies that wear heavy armor. Rumor has it that there are even some armor-clad skags milling about.

Corrosive weapons make quick work of Hyperion Loaders!

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Rock, Paper, Genocide: Fire Weapons!

YOU KNOW WHAT'S BETTER THAN KILLING SOMEONE WITH BULLETS? KILLING SOMEONE WITH BULLETS THAT ARE ON FIRE!

MISSION BRIEFING

Marcus has some Fire weapons ready for you to try out.

Availability: Speak to Marcus in Sanctuary after "The Road to Sanctuary."
Unlocks: "Rock, Paper, Genocide: Shock Weapons!"

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
8	—	395	—

Sanctuary

Visit Marcus Kincaid in his back-alley arms dealership and select the "Talk" option—save your shopping for later. Marcus has gotten a new bunch of Maliwan elementals in stock and wants your help testing them out. Meet him in the shooting range, where he'll give you a Fire weapon. Don't worry if you don't have any slots available in your Backpack, as the weapon slots into a special Mission Weapons slot at the top of your equipment list. Equip the pistol, and open fire on the Vandal to set him aflame. Fire weapons are excellent for use against fleshy enemies like Marauders and Psychos, but they also work against fur-covered critters!

Don't get too excited: Marcus is only loaning you this gun for the mission.

PERSONNEL FILE 2010RB6

MARCUS KINCAID

Characteristics:
Shrewd; Profiteering; Well-fed

Threat Level:
Ironic

Intel Report:
Marcus is probably the friendliest war profiteer you'll ever meet. Since Hyperion came to Pandora, business has never been better for Marcus. People are fighting one another more than ever before, which means they're buying more guns, which means Marcus is happy, which means he won't have to fabricate another conflict to drive weapons sales (roughly 20 percent of all bandit wars on Pandora occur thanks to Marcus's meddling). Marcus has set up shop in Sanctuary, and currently offers his wares to us. Of course, he's still selling guns to bandit clans and others who want us all dead. When asked, he just shrugs and says: "Business is business." Sigh. A necessary evil.

Rock, Paper, Genocide: Shock Weapons!

THIS NEXT QUEST WILL COME AS A SHOCK TO YOU. YOU KNOW? A REAL SHOCK. LIKE—LIKE ELECTRICITY. IT'S A PUN.

MISSION BRIEFING

Marcus has some Shock weapons ready for you to try out.

Availability: Speak to Marcus after "Rock, Paper, Genocide: Fire Weapons."
Unlocks: "Rock, Paper, Genocide: Corrosive Weapons!"

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
8	$22	395	—

Sanctuary

Speak to Marcus immediately after completing the previous mission to effectively swap out the Fire weapon for one with Shock properties. Shock weapons are excellent against enemies with shields, as you may have noticed if you strayed too close to a Stinging Cactus out in Three Horns Divide. Open fire with the Shock weapon, and watch how quickly it can diminish the enemy's shield, represented by the blue meter above the foe's health meter.

You needn't leave the shooting range to accept the next mission from Marcus. Free XP!

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Rock, Paper, Genocide: Slag Weapons!

TIME TO LEARN HOW SLAG WORKS!

MISSION BRIEFING

Marcus wants your help testing out the new Slag weapons he's purchased.

Availability: Speak to Marcus after "Rock, Paper, Genocide: Corrosive Weapons!"
Unlocks: —

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
8	$111	395	—

Rocko's Modern Strife

BRICK'S GOT SOME OFFICIAL SLAB BUSINESS FOR YOU.

MISSION BRIEFING

Brick has set up shop in Sanctuary, but the Slabs still need some stuff done back at Thousand Cuts. Brick has sent you to meet with his lieutenant, an irascible man named Rocko.

Availability: Talk to Brick in Sanctuary after "The Once and Future Slab."
Unlocks: "Defend Slab Tower"

MISSION REWARD: ROCKO

LEVEL	MONEY	XP	GEAR
20	$434	385	—

Sanctuary

The fourth elemental property, a recent discovery on Pandora, is Slag. Slag essentially increases an enemy's vulnerability to other damage. Shooting an enemy with a Slag-based weapon inflicts damage—they are bullets, after all—but you can inflict even greater subsequent damage by using a non-Slag weapon. Shoot the shoplifter with the Slag weapon Marcus loans you (again, it automatically replaces the previous weapon he loaned you) to start the purple fountain of damage numbers, then swap to your other equipped weapon and open fire to inflict even greater damage! Taking advantage of Slag barrels and Slag-based weaponry soon proves essential as you fight for the Resistance movement.

Purple numbers are your cue to swap to a non-Slag weapon and take advantage of the temporary damage boost!

Thousand Cuts

Are you ready for a long, complex mission involving multiple steps, numerous enemies, and a dozen or so collectibles? If so, this is definitely not the mission for you. On the other hand, if you want to pick up a small bit of cash and XP for simply making your way to Thousand Cuts and talking to one of Brick's friends, then you've come to the right place! "Rocko's Modern Strife" is essentially a precursor for the "Defend Slab Tower" mission. All you need to do is Fast Travel to Thousand Cuts and talk to the guy living in the shack around the corner to the left. That's Rocko, and he's got a mission for you.

A mission that doesn't involve bullets or collectibles!? What is this planet coming to?

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Safe and Sound

MARCUS HAS LOST THAT WHICH WAS MOST PRECIOUS TO HIM.

MISSION BRIEFING

During the assault on Sanctuary, Marcus' personal safe was blown out of his store, landing somewhere outside the bounds of the city. He has asked you to go to Sanctuary Hole so you may return the contents of his safe to him.

Availability: Speak to Marcus in Sanctuary after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
17	$308 ($616 with Bonus)	2903	Relic (Blue)

MISSION REWARD: MOXXI

LEVEL	MONEY	XP	GEAR
17	$308 ($616 with Bonus)	2903	Shotgun (Blue)

Sanctuary Hole

Marcus needs you to return to the former site of Sanctuary, now known as Sanctuary Hole, and explore the area in search of his missing safe. To get there, head to Three Horns Divide and drive east to the old city gates. Enter on foot to discover Sanctuary Hole and head north along what's left of the sidewalks and catwalks to where the squatters are located. Numerous Goliaths and Marauders have taken up residence where the city once stood. Marcus will double your cash payout if you manage to kill 25 of them while exploring the city—Marcus is always willing to pay top dollar to see his guns at work.

There's not a lot of room to outmaneuver a Goliath at Sanctuary Hole. Consider using the barrels to kill them without sending them into a rage.

Sanctuary Hole's northern end contains two elevators that not only work, but also can be used to help you reach a valuable weapons cache inside a secure room near a New-U station. Hunt the remaining Marauders and other squatters in the area, and ride the elevator (or leap) down to the walkway near the transition to Caustic Caverns. Marcus' missing chest had fallen farther than he thought, so you must descend into one of the deadliest places in all of Pandora to fetch it.

Caustic Caverns

Caustic Caverns is, as its name implies, a toxic, sprawling region filled with all manner of deadly beasts ranging from varkids to threshers to crystalisks and more. The entrance is near a garbage-laden varkid nest on the shores of the speckled Oozing Discharge region. Battle past the varkids and take a running leap over the pools of corrosive ooze to the stepping-stone islands leading the way eastward. The many Volatile Crystalisks in this area have a tendency to attack as a group if one of their members is provoked, so it's often best to avoid engaging them out on the smaller islands. As with the Volatile Crystalisks in The Fridge, it's possible to take them out with three quiet critical melee strikes, but circling around them is far trickier here given the limited real estate and poisonous fluids. It's best to run past them.

Proceed eastward across the smaller islands and past the remnants of the overhead train tracks to a large landmass. This larger island is circular in shape, but the safe's location can't be reached from a clockwise approach; you'll have to continue east and make your way in a counter-clockwise direction.

The safe has fallen onto the back of a massive crystalisk named Blue. As with the smaller Volatile Crystalisks, Blue is virtually indestructible aside from the crystals on his legs. Don't give him a chance to attack: grab your rocket launcher and open fire on each of his legs. If necessary, switch to a fast-firing Jakobs pistol or Dahl or Torgue assault rifle and finish him off with a flurry of gunfire.

It turns out that Marcus' prized possession was actually a collection of lewd photos of Moxxi, something she would like back. Moxxi is willing to give you a unique shotgun for your troubles if you bring the photos to her. Not wanting to miss out, Marcus promises you a Relic if you bring them to him. The choice is yours.

MISS MOXXI'S HEART BREAKER

ATTRIBUTE	RATING
Damage	70x10
Accuracy	65.2
Fire Rate	3.6
Reload Speed	3.9
Magazine Size	8
Burn Dmg/Sec	63.9
Chance to Ignite	8.0%
- Highly effective vs. flesh	
- Firing increases accuracy	

**Actual stats and modifiers may vary.*

HYPERION

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Shielded Favors

IF YOU'RE GOING TO SURVIVE OUT HERE, YOU'LL NEED A BETTER SHIELD.

MISSION BRIEFING

Sir Hammerlock has suggested that if you're expecting to leave Southern Shelf alive, you'll need a better shield. He wants you to head to an abandoned shop and former Crimson Raider base known as Brewster's Shield Bashers. Once there, you can purchase a better shield.

Availability: Speak to Sir Hammerlock in Liar's Berg after completing "This Town Ain't Big Enough."

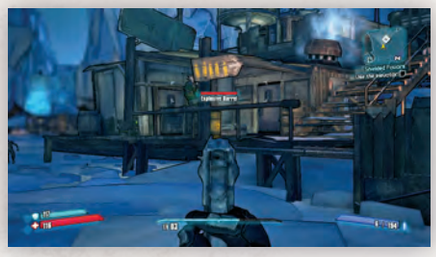
Unlocks: "Symbiosis"

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
3	$31	160	Custom Skin (Green)

Gateway Harbor

The old Crimson Raider base has a better supply of shields for purchase than the vending machines in Liar's Berg, and it's not far from town. Throw the switch to the right of Hammerlock's house to open the gate on the western side of town and drop off the cliffs onto the ice of Gateway Harbor.



Elemental barrels are in fixed locations, but their properties are random.

The buildings above the dock directly ahead house the vending machine you need, but it's guarded by a few bandits. Equip your highest precision weapon and take aim at the barrel on the lower dock. Wait for the marauders to get within range, and pop the barrel to gain a quick advantage in the fight. Strafe toward the end of the dock on the right for cover and methodically pick off the marauders and psychos that appear. Look to the second floor roof, as well. There's plenty of cover down at the end of the dock for long to medium-range attacks, provided you kept the pistol or gained an assault rifle from earlier quests.

The lift to the upper elevator is currently out of service due to a missing fuse—bandits steal just about everything that isn't nailed down these days. You're going to have to head south to the bandit base in search of a replacement!

Keep your distance at all times (unless you've acquired a higher capacity shotgun) and use the edge of the dock and the Hyperion container for cover.

Circle around the camp and continue south to the larger (and much more heavily protected) bandit base. Once again, keep your distance and aim for any elemental barrels you see in the foreground. The enemies here are split between the right and left and likely include at least one or two Killer Marauders with full energy shields not unlike your own—it definitely pays to target a Shock Barrel if one should be present! Target explosive gas tanks, and watch the minimap for enemy locations; it's easy to overlook the one on the upper left-hand corner.

Claptrap alerts you to a usable fuse beyond the electric barrier. He'll try to coax you into simply running through the electric forcefield, as if it wouldn't harm you. He's simply trying to pass along the trick that Sir Hammerlock played on him in Liar's Berg: don't listen to him! Instead, simply shoot the electrical fuse box beyond the electric forcefield to disable it. This allows you to fetch the power fuse without having to risk electrocuting yourself.

You'll feel energized by this shockingly easy solution. You see, that's funny because the barrier is made of electricity. Get it? It's a pun.

Grab the power fuse and return to the lift at the previous area. Plug in the fuse, pull the lever to lower the lift, then ride it up. Enter the old Crimson Raider base through the door and buy a shield from the vending machine to complete the mission. Buying a shield better than the one you already have may cost you more money than you possess. If so, sell off your unwanted weapons and raid the lockers and boxes in the shop for cash. Lastly, head out the back door of the shop and carefully run along the siding to the lift support, then leap to the arched roof to access the balcony above the multi-colored lights. There, you'll find a large treasure chest along with a Cult of the Vault symbol.

Ride the lift up to the shop and buy any shield you can afford from this vending machine to complete the mission.

GONE HAIR COLLECTING

Those who also accepted the "Bad Hair Day" mission should consider wandering into the narrow canyon just south of this bandit base. This area contains a sizable bullymong den. The various structures of the encampment provide plenty of cover, too, if you need to retreat while softening up the bullymongs for a melee kill. Just be sure not to allow any returning marauders steal your kills!

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Shoot This Guy in the Face

SHOOT FACE MCSHOOTY IN HIS FACE.

MISSION BRIEFING

A Psycho in Thousand Cuts has asked you to shoot him in the face.

Availability: Speak to Face McShooty in Thousand Cuts after "Wildlife Preservation."
Unlocks: —

MISSION REWARD: FACE MCSHOOTY

LEVEL	MONEY	XP	GEAR
20	$2170 ($2428 with Bonus)	385	—

Showdown

DRAW!

MISSION BRIEFING

It's time to take down the Sheriff.

Availability: Lynchwood Bounty Board after completing "3:10 to Kaboom" and "Breaking the Bank."
Unlocks: —

MISSION REWARD: LYNCHWOOD BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
24	($1348 with Bonus)	5319	Relic (Blue)

Thousand Cuts

Face McShooty hangs out on a ledge just below the Buzzard Factory at Thousand Cuts, and you'll no doubt spot the exclamation point over his head (or on the minimap) as you come across Broke Face Bridge en route to meet the Slab King. Take a moment to speak with him and complete this easiest and most comical of missions.

Face McShooty can be found hopping around on a ledge near Broke Face Bridge and Buzzard Factory.

Face McShooty asks only one thing of you: shoot him in the face. Not in the arm. Not in the leg. And not in the chest. Draw your pistol (or any weapon you prefer) and simply fire a single round into his head. That's all you need to do to earn the largest cash reward for a mission there is. Of course, half the fun in this mission is just listening to Face McShooty, so accept the mission and stand idle in front of him for a minute or so while he bubbles over with excitement about his pending death. Then shoot him… in the face.

Not in the arm. Not in the leg. Not in the chest…

Lynchwood

You've robbed the town bank and blown up the train; now it's time to take out the Sheriff of Lynchwood. She's at the northern end of Gunslinger's Corner, and she's got Deputy Winger and several Marshals at her side. This battle can be as difficult as you want it to be, depending on whether or not you focus on the bonus objectives. Though you'll earn additional money for only using pistols (no grenades, either!) and for not shooting Deputy Winger, this does make the fight more challenging and is purely optional. Nevertheless, it's certainly worth trying to earn the bonus objectives, especially if you have a pistol you're fond of.

Bring your favorite pistol north to Gunslinger's Corner, and refrain from shooting Deputy Winger unless absolutely necessary.

Make your way through the tunnel to Gunslinger's Corner and continue north to the bend in the road. Here, you're likely to encounter Deputy Winger out in the open and perhaps several Marshals. The Sheriff is also present, but she's partially hidden atop a rooftop. It's not worth firing on her until she descends to the street. Continue past the others to coax her out of hiding. Return fire on the Marshals if they fire on you, but do not shoot Deputy Winger! Not only does that ruin your chance of earning bonus money, but it's a good idea to keep Deputy Winger alive in case you need a Second Wind. It's far easier to Second Wind off the Deputy than it is the Sheriff, unless she's almost dead.

The Marshals can gang up on you pretty quickly if you're not careful, but it's not difficult to Second Wind off of them.

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Kill the Marshals if forced into battle, then go after the Sheriff of Lynchwood.

The Sheriff has a strong shield and a quick trigger, but she's susceptible to elemental attacks such as Shock, Explosive, and Fire. Don't hesitate to use your Action Skill against her (be sure to have two pistols equipped if you're playing as Salvador and want to earn the bonus money while Gunzerking), and aim for her head. She'll put up a good fight, but it's certainly possible to overwhelm her. And if all else fails, you can always lob a grenade or switch to more powerful weaponry. After all, it's more important to complete the mission and earn the unique mission reward than it is to fret over some extra cash.

NOW, SHOOT THE DEPUTY!

The bonus objective is considered earned as soon as you've killed the Sheriff. At that point, feel free to open fire on the Deputy for a chance at earning the Sheriff's Badge Legendary equipment drop. Deputy Winger is only present while this mission is active, and killing him is the only way to get the Sheriff's Badge. Good luck!

DEPUTY'S BADGE

ATTRIBUTE	RATING
Shotgun Damage	+8.4%
Shotgun Reload Speed	+40.0%
- Increases Fight For Your Life Time by 10% for every player equipped with a Deputy's Badge	

**Actual stats and modifiers may vary.*

ERIDIAN

Slap-Happy

REVENGE IS A DISH BEST SERVED OUT OF SOME SORT OF FOOD CANNON THAT SHOOTS OUT THE FOOD WITH ENOUGH FORCE TO KILL SOMEONE. ALSO, THE FOOD IS POISONED.

MISSION BRIEFING

Sir Hammerlock has hired you to kill the thresher that crippled him years ago. You'll have to lure the thresher, Old Slappy, out of hiding with something appetizing. Sir Hammerlock's arm oughtta do.

Availability: Talk to Sir Hammerlock in Sanctuary after completing "Mighty Morphin'" and after "Bright Lights, Flying City."

Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
20	—	3859	Shotgun (Blue)

Highlands Outwash

Speak with Sir Hammerlock about exacting revenge on Old Slappy. Take Sir Hammerlock's artificial limb (of a gentleman), and Fast Travel to Highlands Outwash. There's a massive thresher that lives in the shallow reservoir surrounding the Hyperion Extraction Plant, and the only way to lure it out of hiding is with Sir Hammerlock's scent. Take a minute or two to eliminate any Loaders you encounter at the Hyperion Extraction Plant—you don't want them shooting at you while you're fighting Old Slappy—then leap into the water and wade out to the post where you can affix the arm.

Tie Sir Hammerlock's artificial arm to the post in the water at Hyperion Extraction Plant.

Old Slappy is a massive multi-tentacled thresher that isn't very mobile but boasts tremendous range and can lash out at you from considerable distance. Open fire on its head, and try to focus your bullets at its large blue eyeballs. Circle-strafe around Old Slappy to avoid its tentacles while continuing to fire on its eyes. Old Slappy doesn't have a shield, so there's no need to worry about using Shock weapons. Instead, go straight for Fire or Explosive, and bombard it with every attack you possess, including your Action Skills. Maya's Phaselock ability inflicts instant damage—Old Slappy is too large to lift out of the water—but it's still worth using the attack. Reload on the run, and continue aiming at its eyes until you've defeated the beast.

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Retrieve the arm and collect the spoils—Old Slappy is prone to dropping good loot. The quickest way back is via the Fast Travel station in The Highlands. Continue through the Orbital Receiving & Processing area of Highlands Outwash, and drive to Overlook once back in The Highlands.

Pump as many rounds into its eyes as you can for critical damage!

Avoid shooting Old Slappy's tentacles until you get downed, then aim for the eyes on its tentacles to gain an easy Second Wind.

SPRING TIME OCTO

ATTRIBUTE	RATING
Damage	115x8
Accuracy	95.2
Fire Rate	1.5
Reload Speed	2.5
Magazine Size	6
Corrosive Dmg/Sec	92.2
Chance to Corrode	8.0%
- Highly effective vs armor	
- Explodes like a grenade when reloaded	

**Actual stats and modifiers may vary.*

TEDIORE

Splinter Group

THIS MISSION HAS IT ALL: VIOLENCE, AND PIZZA.

MISSION BRIEFING

Patricia Tannis has hired you to find and kill four dangerous, mutated escapees from Wildlife Exploitation Preserve. They're hiding in Bloodshot Stronghold, but be careful: they are well-armed and color-coordinated. First, you'll need to pick up some pizza from Moxxi's Bar—evidently, these creatures love pizza.

Availability: Talk to Tannis in Sanctuary after "A Dam Fine Rescue."
Unlocks: —

MISSION REWARD: TANNIS

LEVEL	MONEY	XP	GEAR
13	—	1820	Shotgun (Blue)

Bloodshot Stronghold

Cheese pizza: warming mutant hearts since 1987.

Patricia Tannis not only knows where the mutant escapees have fled to—the sewers under Bloodshot Stronghold—but she also knows the only way you can enter the area is by impersonating a pizza delivery person. Head over to Moxxi's Bar and collect the pizza from the table. Use the Fast Travel station to return to Bloodshot Stronghold.

Fight your way north past the Nomads and Badass Psychos through the first series of rooms to where the doors to the second large room are, just beyond the table with the first ECHO Recorder on it.
This next section of the facility contains a large sewer trench running through the middle of the room from left to right—you likely splashed your way through the watery trench on the right during your initial visit to this area. Follow the sewer trench westward to an area that was previously off-limits.

PERSONNEL FILE Z5R77

PATRICIA TANNIS

Characteristics: Genius; Sociopathic

Threat Level: Bitchy

Intel Report:
What is a super-intelligent archaeologist with a crippling case of Asperger syndrome doing in a town like Sanctuary? Vomiting, mostly. Not to mention hissing at any passerby foolish enough to make eye contact with her. Despite her extreme social anxiety, Cmdr. Roland convinced Tannis to relocate to Sanctuary after Handsome Jack's men tortured her and stole the Vault Key. These days, Tannis continues her research of all things Eridian from the safety of our Crimson Raiders HQ. Tannis expresses gratitude for Roland's protection but is outwardly loathsome of the "unintelligent masses" of Sanctuary she's "forced to share oxygen with."

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LOADER #1340 AI CORE

The room containing the first ECHO Recorder is host to a rather strange scene: two marauders viciously kicking a malfunctioning Hyperion Loader bot. Kill the marauders, then shoot the Loader to put it out of its misery. This reveals the Loader's AI Core, an item that triggers the "Out of Body Experience" optional mission. Pick up the item, accept the mission, and re-activate "Splinter Group" as your current mission. You can continue on to Bloodshot Ramparts and participate in "Out of Body Experience" after completing this current mission.

Maya's Phaselock is excellent for yanking a Field Rat out of cover!

Climb the ladder to exit the trench, and head north through the middle section of Bloodshot Stronghold. You'll soon begin to encounter Field Rats, a wily form of mutant creature that resembles a rat in appearance but has the cunning of a far more intelligent being. Field Rats and Tunnel Rats move quickly and utilize cover far better than most humans you've encountered. Although you can often snipe their heads with a well-aimed shot, it's often worth using an Action Skill, grenade, or nearby barrel to flush them out of hiding.

Continue north to the intercom and press the button to get buzzed in. The leader of the mutant escapees soon opens the hatch to their underground lair. Leap into the hole to reach the Rat's Nest area down below, and continue north to the table in the distance. Place the pizza on it to draw the mutants out of hiding.

Cut 'Em No Slack

CHALLENGE!

Complete this challenge by killing the mutant escapees in the exact order that they appear: Lee, Dan, Ralph, then Mick. This assigned order was assigned long before they had undergone mutation in the sewers, err… Wildlife Exploitation Preserve. Provided you aren't over-powered and kill them as they appear, they will survive to the group attack. At this point, it's important to focus your fire with controlled weaponry—no grenades or rocket launchers—and definitely don't deploy Axton's Sabre Turret while going for this Challenge. Track which enemy you're on, and give chase! The others will be lobbing grenades, firing pistols, and attacking with all manner of bladed weapons, perhaps even katanas and sais!

The four mutant escapees—Lee, Dan, Ralph, and Mick—enter the den one by one, giving you plenty of time to inflict heavy damage on each of them before being surrounded by all four.

Take advantage of their desire to appear one at a time, and wipe 'em out.

It's completely possible to even kill the mutants as quickly as they appear, leaving them no opportunity to gain the upper hand. Axton's Sabre Turret and Maya's Phaselock abilities are particularly useful in this regard, provided you also have a good enough gun. If you don't kill them quickly, they disappear after losing their shield and being depleted of half of their health.

FLINTER'S SECRET

Exit through the rear of the den and continue down the hall to the room with the large chest. Help yourself to the loot in the chest, as well as inside the numerous containers in this area. This room also contains four switches: a valve, a television, a floor level, and a wall switch. With each interaction, these switches cycle through a pattern of red and green lights on the wall above the chest. The lights are initially red, but there's a surprise awaiting you if you can turn them all green.

The way this puzzle works is that each of the four switches cycles through three defined patterns. A fourth pull of the switch sets it back to its initial state. As you pull different switches and levers, the patterns stack on top of one another to either turn the light red or green. Red lights are non-additive in that they do not turn a previously green light red. On the other hand, a green light added to a green light actually turns it red. They cancel out. Consider the following example:

Turning the valve once reveals the following pattern: G-G-R-R-R

A single push of the button on the television reveals this pattern: G-R-G-G-R

If you were to combine these two interactions, you'd get the following pattern: R-G-G-G-R

This is because the first lights, both green, would cancel each other out, but the other green lights would remain active since a red light in the pattern doesn't cancel out a green. Two reds, unfortunately, do not create a green.

Now that you know how the puzzle can be solved, feel free to take notes and solve it on your own. Or, if you'd like, you can simply pull various levers and switches until the lights all turn green—it is entirely possible to stumble onto the solution. If, on the other hand, you simply want to know the solution, several options are outlined below. Each of the four solutions can solve the puzzle, assuming you're starting with all red lights (zero state).

INTERACT WITH THE SPECIFIED SWITCH THE NUMBER OF TIMES SHOWN.

VALVE	TELEVISION	FLOOR LEVER	WALL SWITCH
2	3	3	3
0	1	3	2
1	2	0	3
1	3	2	0

These solutions are only applicable to an all-red initial state.

Solving the puzzle draws the leader of the mutant escapees out of hiding: Flinter! Flinter behaves similarly to the other escapees, but he has a better shield and is more aggressive with his gunfire. Don't hesitate to open fire as soon as he appears. Stay close to the end of the room from which you entered to cut off any chance of escape (though he may back into the tunnel leading to Satan's Suckhole).

Pepper Flinter with headshots and set him aflame as soon as he appears. He just might drop some good loot!

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Stalker of Stalkers

FUN FACT: STALKERS DON'T LIKE IT WHEN PEOPLE HUNT THEM.

MISSION BRIEFING

Sir Hammerlock needs information on stalkers, and a former boyfriend of his named Taggart has already begun writing a book about his attempts to exterminate the species entirely. Hammerlock wants you to collect the chapters of Taggart's audiobook so he can plagiarize them.

Availability: Overlook Bounty Board after "Bright Lights, Flying City."
Unlocks: "Best Mother's Day Ever"

MISSION REWARD: OVERLOOK MAILBOX

LEVEL	MONEY	XP	GEAR
16	$275 ($550 with Bonus)	2611	Shotgun (Green) or Shield (Green)

Statuesque

NO REVOLUTION IS COMPLETE UNTIL YOU'VE DESTROYED A FEW STATUES OF A FASCIST DICTATOR.

MISSION BRIEFING

Claptrap has asked you to destroy statues of Handsome Jack in Opportunity, because evidently destroying an image of the bad guy is more important than actually trying to kill the bad guy.

Availability: Opportunity Bounty Board after "The Once and Future Slab."
Unlocks: —

MISSION REWARD: CLAPTRAP

LEVEL	MONEY	XP	GEAR
22	($486 with Bonus)	4563	Head Customization (Blue)

The Highlands

The ECHO Recorders are hidden in random stalker piles wherever stalkers live.

Taggart had recorded five audiobooks on ECHO Recorders before meeting his untimely demise, and Sir Hammerlock would like you to find them. The ECHO Recorders "drop" from random stalker piles throughout Pandora (good to know if you wish to carry on with other missions at Wildlife Exploitation Preserve), but there are plenty of stalkers in close proximity to Overlook. Simply head down the hill out of town and turn left to locate the Hunter's Bane area of The Highlands. Here, you'll find numerous stalkers to hunt for the bonus objective, along with plenty of stalker piles to scour in search of the ECHO Recorders.

Melee or shoot each of the stalker piles you discover for a chance at finding one of the randomly spawning ECHO Recorders. You can find plenty more stalkers in The Highlands at Frothing Creek Mill and nearby Old Cranky's Pond. Be sure to kill the 15th stalker prior to picking up the final ECHO Recorder if you want to earn the bonus money.

Use Shock weaponry to eliminate their ability to cloak, then set them ablaze with Fire!

Opportunity

The Handsome Jack statues are bulletproof, so don't waste too much ammo shooting at them.

Claptrap's plan to destroy the statues of Handsome Jack is just the type of bold thinking this revolution needs! Unfortunately, it's not going to be as easy as the little robot might suggest. Accept the mission from the Opportunity Bounty Board, and head east toward Living Legend Plaza, where the nearest statue of Handsome Jack is located. Shoot the statue with a single bullet to discover its imperviousness without wasting too much ammo.

This might be a roadblock to lesser minions, but not you! Continue east to the Orbital Delivery Zone to find an inactive Overseer Bot that Claptrap had discovered in his scouting of the area. Don't worry about fighting the Constructor Bot that often appears on the helipad or any of the other Loaders or Engineers in the area, as they'll only cause you to use up your ammo. Instead, just run inside the shed where the Overseer is, and press the button on its side to hack it.

Gather up additional ammo from the crates in this shed, and press the button on the side of the Overseer to hack it.

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The Hacked Overseer automatically flies back along the path you just walked and begins using its laser to cut through the base of the first Handsome Jack statue. Your job is to protect it at all costs. Equip a Corrosive sniper rifle and shotgun along with some Corrosive grenades and a rocket launcher. Dozens of Loaders and Engineers are going to flood the area in an effort to stop the Hacked Overseer from destroying the statues. With four statues to topple, you must minimize the amount of damage the Hacked Overseer receives at each stop.

Stick close by the Hacked Overseer, and put your best Corrosive weapons to use against all attackers.

Watch the minimap closely and focus on the strongest enemies first (WAR Loaders, Badass Loaders, and Constructor Bots), groups of lesser enemies second (Combat Engineers and GUN Loaders), and individual weaker enemies last (Engineers and ION Loaders). The key to successfully completing this mission is one of efficiency: you must make the most of your ammunition supplies and seek to eliminate the largest, condensed threats first. Don't worry about conserving your rocket launcher ammo if a single rocket can take out a half-dozen Combat Engineers—fire that rocket! Similarly, you must have the restraint to ignore a group of relatively weak GUN Loaders if there is a Constructor Bot on the battlefield.

One of the most challenging aspects of this mission is managing your ammo supplies. Fortunately, there's a trick you can employ to buy yourself some time to forage and maybe even run to a nearby vending machine. The Hacked Overseer will not relocate to the next statue until every enemy that attacked it is destroyed. Use this to your advantage by leaving a normal Engineer or Combat Engineer alive at the end of each battle so you can scour the area for ammo and money, and maybe (if close by) even loot some containers or hit up a vending machine. The Hacked Overseer can withstand a few bullets from a weak enemy without becoming overly damaged. This tactic may keep you from completing the very difficult bonus objective, but it's more important to maintain your ammo reserves.

Be prepared to protect the Hacked Overseer against a Super Badass Loader while it cuts down the third statue. Lob a grenade or two at any remaining groups of enemies, then focus your full attention on the second Super Badass Loader. The fourth statue isn't far from the pier leading to the crane in the western corner of the city. Survive the attack at the third statue, and you should be able to keep the Hacked Overseer safe through the fourth statue. Good luck!

Focus your firepower on the Constructor that attacks at the second statue. Don't let it fire its nuke!

Swallowed Whole

GET SHORTY.

MISSION BRIEFING

A bandit known as Shorty defaced one of Scooter's Catch-a-Ride stations. Scooter has asked you to find Shorty in The Fridge and demand he repay Scooter for the damages. Just kidding. Scooter wants him dead.

Availability: Speak to Scooter in Sanctuary after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: SCOOTER

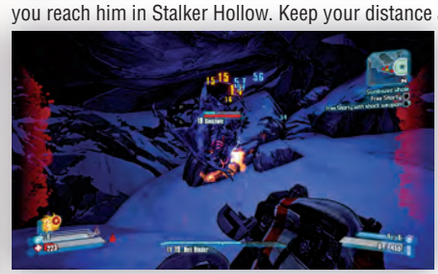
LEVEL	MONEY	XP	GEAR
17	$308 ($616 with Bonus)	2903	—

The Fridge

If you've been wanting to explore the northern loops through The Fridge but haven't gotten around to it yet, this is the mission for you! Head to The Fridge and proceed north along the eastern side of Frigid Cleft until you come to an open door to an interior area previously off-limits. Take some time exploring the hallways of this area and locate the chests (one of which is behind an electrical field controlled by a fuse box down a lengthy flight of stairs). Make your way into the cave leading north from these rooms, and keep your eyes peeled for a floating creature known as Sinkhole. Sinkhole has swallowed Shorty alive, and Scooter wants you to free Shorty so that you can properly kill him. Got it?

Sinkhole's location is tracked on the minimap; he'll retreat to Stalker Hollow when you shoot him.

Fight your way northward through Stalker Hollow in pursuit of Sinkhole. The area is crawling with Spring Stalkers, so have a Shock weapon handy and be ready to drop their shields so you can better track them. Sinkhole sheds its Midget-like appearance and reveals its true stalker form once you reach him in Stalker Hollow. Keep your distance and open fire with a Shock weapon. Resist the urge to use Phaselock or a Sabre Turret if Maya or Axton, respectively, if you are making an effort to earn the bonus money. This is especially true if you are using Helios or Acid Cloud with Maya.



Track Sinkhole down and corner him with Shock weapons for an easy kill.

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Symbiosis

MIDGETS AND BULLYMONGS AND VAULT HUNTERS, OH MY!

MISSION BRIEFING

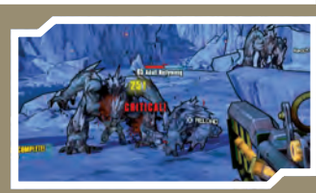
Sir Hammerlock has heard of rumors of a Midget hiding out within Southern Shelf Bay who formed a symbiotic relationship with a Bullymong. He's asked you to find it and kill it.

Availability: Speak to Sir Hammerlock in Liar's Berg after completing "Shielded Favors."
Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
5	$39	362	Head Customization (Blue)

EXPLORING THE BAY



This optional mission is the only one to take you to the region known as Southern Shelf Bay. Upon arriving in the area, you should take a few minutes to explore the western half of the map in a counter-clockwise loop by crossing to the Ice Flows and Ebonfloe districts in search of the Cult of the Vault symbol, a large chest, and as many Bullymongs as you can handle. If you're heading to Southern Shelf Bay and haven't completed "Bad Hair Day," then you might as well accept that mission, too. This area is filled with Adult Bullymongs, Bullymong Slingers, and even some Badass Bullymongs, so take the necessary precautions. Intimidating as that may sound, it's an excellent way to level up, gain access to your character's Action Skill, and be all the more prepared to tear Midgemong a new one!

Blackburn Cove

Depart from Gateway Harbor to Southern Shelf Bay and use the floating platform to cross the frigid river (or run across the chain to complete the Vault Hunter on a Wire Challenge). Pull the lever up ahead to lower the drawbridge, and continue on to where the path forks. Those who wish to gain a little more XP and locate all of the telescopes in the area should loop around to the south, across the many floating boats in the harbor. Those wanting to tackle Midgemong right away should continue straight ahead into the heart of Blackburn Cove.

Blackburn Cove is crawling with Marauders, Psychos, and Midgets of all kinds. Slowly fight your way across the main bandit camp on the shore, sticking to the lower level at first except to elevate for a shot over cover. Blackburn Cove is a proper harbor town, albeit one of ramshackle design. Its many houses, both of residence and sin, have been stacked atop one another in slipshod fashion. Though a bit confusing to navigate at first, the many ladders, stairs, walkways, and overhangs offer the lone Vault Hunter plenty of proper angles from which to attack.

Advance slowly and cross back and forth from within the houses on the left to the overhanging walkways on the right to gain the element of surprise.

Advance and retreat while crossing the lower two levels to the stairs leading up to the third. Lob a grenade onto the southernmost balcony to take out any Marauders that may be hiding behind the railing, and continue past the sign for the Bizarre and up the ramp beyond the multi-colored lights (or climb the ladder). Take your time crossing this middle level, as there are many Psychos and Marauders lurking behind the bar in the distance. One final ramp leads to the fourth floor. Approach the double doors near the large doormat to draw Midgemong out of hiding.

Midgemong is a burly armor-clad Bullymong with a Badass Midget riding bareback atop him. Immediately open fire and pursue Midgemong as he retreats to the lower area near the bar. Avoid staying on the upper level near his hideout, as he's likely to leap across to a hard-to-reach balcony that can be difficult to shoot over. Though capable of attacking with melee swipes and lunge attacks, Midgemong generally keeps his distance and allows his Badass Midget friend to use his twin pistols to attack.

Fight your way east across the lower levels, then ascend past the Bizarre sign to the ramp leading to the uppermost level above the colored lights.

Use your Action Skill to gain the upper hand on Midgemong as soon as he drops off the upper level. It's especially important for Axton to not deploy the Sabre Turret too soon, or else Midgemong can easily drop to the lower level and evade the turret's fire.

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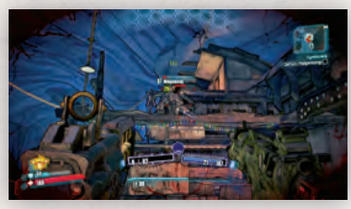
> *We built this space for the mission that ended up being not up to our standards. But we loved the space we designed, so we created an enemy boss that could excel in the environment. We decided to mix it up and throw in a Bullymong—with a Midget riding on it. We loved how mobile he could be, jumping from ledge to rooftop to floor.*
>
> *– ZACH FORD, LEVEL DESIGNER*

Pursue at a medium distance, but aim to keep him near the bar so that there's a wide open space to maneuver, with little risk of you accidentally falling off. Midgemong summons reinforcements after some time passes. Try to ignore them the best you can and continue to focus on Midgemong and his Badass Midget rider.



Gunzerking with an explosive shotgun and assault rifle is one way to make quick work of Midgemong!

Manage to kill Midgemong before he calls for reinforcements, and you'll get to face the Badass Midget mano a mini.

Midgemong Has No Friends CHALLENGE!

Complete this Challenge by killing Midgemong before he calls for backup. This can be tricky to do if you don't have plenty of firepower, a second Vault Hunter to assist you, or explosive weaponry that needn't be reloaded too frequently. Focus your fire on Midgemong—not the Badass Midget atop him—and use your Action Skill to gain an edge.

Return to the uppermost floor after defeating Midgemong and enter his house (wait for your Action Skill's cooldown to end first). Two Badass Marauders attack from the locked door in the corner, so be on guard! Slay these two surprise assailants to gain access to a large treasure trunk and several vending machines.

The Bane

ARE YOU BRAVE AND/OR FOOLISH ENOUGH TO SEEK A CURSED WEAPON?

MISSION BRIEFING

You have heard rumors of a powerful, cursed gun known as The Bane. With some help from Marcus Kincaid, you may be able to find this legendary weapon.

Availability: Locate the ECHO Recorder in the alley beside Moxxi's Bar in Sanctuary after "The Once and Future Slab."

Unlocks: —

MISSION REWARD: THE GRAVE

LEVEL	MONEY	XP	GEAR
22	—	4563	SMG (Blue)

The Dust

A mysterious ECHO Recorder lying in the alley near Moxxi's Bar has information about a cursed weapon. Locate the ECHO Recorder, then head to Marcus Kincaid to see if he knows anything about it. If anyone in Sanctuary is going to know something about a weapon, it's Marcus!

Find this ECHO Recorder in the alley just outside the door near the slot machines at Moxxi's Bar.

Marcus knows a little about the weapon, but he's not too interested in talking about it. Instead, he tells you to track down a man named Horace in The Dust. Use the Fast Travel to visit The Dust and head around back behind Ellie's Garage. Fight your way past the spiderants in Bug Gulch, and stay to the right at the fork to find another ECHO Recorder near the corpse of a man named Horace. The next step in what's becoming a wild goose chase has you searching for a man named McNally. Return to Ellie's Garage and get yourself a vehicle.

McNally isn't going to just hand you the ECHO Recorder; you'll have to shoot it out of him!

Drive south across the desert to the canyon between Hodunk Speedway and Goose's Roost. A bandit named McNally can be found roaming the area on foot. Open fire on him with your vehicle's guns, and pick up the ECHO Recorder he drops. This next ECHO Recorder speaks of a man named Gar who resides in the frontier town of Lynchwood. Drive west across The Dust to the railcar station and transit to Lynchwood.

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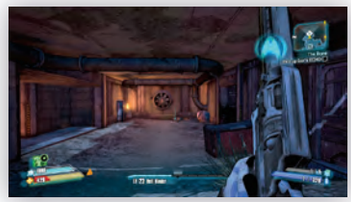
Lynchwood



Another corpse, another ECHO Recorder…

Load up on ammo at the vending machines in the train station, then step out onto Main Street and make a hard left toward the cave leading to Gunslinger's Corner. Fight your way north past the Marauders and Bruisers to the bend in the road, and loop around the perimeter of this northern district toward a cave with an elevator in the rear. Ride the elevator up to the top of the plateau overlooking Gunslinger's Corner. Many more bandits lurk in this upper area, so keep your wits about you as you make your way east to the buildings on the edge of town. The blue glow of Gar's ECHO Recorder leads you to the man's corpse and the next piece of the puzzle.

Leap from the western edge of the upper area to quickly return to the tunnel leading back to Main Street. Continue south past the station and through a skag-infested canyon to an elevator at the southern end. Ride the elevator up to Death Row Refinery and battle past the hordes of rats to an area known as The Grinders. This location is home to numerous Armored Skags and Armored Skag Riders. Put away the Fire weapons you've likely been wielding in favor of some Explosive or Corrosive weaponry. Push on past these deadly armored foes to the southeast corner of The Grinders to find a small patch of ground set aside for a cemetery. Dig up the grave near the lone tombstone to complete the mission and find the cursed weapon.

Here lies a weapon of incredible accuracy, but also of great immobility and annoyance.

HOT BUTTON BANE

ATTRIBUTE	RATING
Damage	243
Accuracy	84.0
Fire Rate	8.7
Reload Speed	2.7
Magazine Size	47
Burn Dmg/Sec	117.7
Chance to Ignite	10.0%
- +200% Weapon Accuracy	
- Highly effective vs. flesh	
- Firing increases accuracy	

Actual stats and modifiers may vary.

HYPERION

The Chosen One

DESTINY IS A FUNNY THING.

MISSION BRIEFING

Kai, a popular ECHOcast host, owes Marcus nine bucks. Marcus has sent you to collect. Kai is missing, however, and your only lead on his whereabouts comes from the episodes of his ECHOcast he recorded throughout Pandora.

Availability: Speak to Marcus in Sanctuary after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: MARCUS

LEVEL	MONEY	XP	GEAR
25	($765 with Bonus)	5716	Assault Rifle (Blue)

Sawtooth Cauldron

This mission takes place in Sawtooth Cauldron, a complex area accessible only from the northeast corner of Eridium Blight. It's certainly possible to accept this mission when it becomes first available and have it provide your introduction to the area. Sawtooth Cauldron contains several heavily guarded bandit encampments as well as two thresher-filled regions. In no uncertain terms, it's the most dangerous of all the bandit-dominated regions on Pandora, so bring plenty of Fire weapons and be ready to put your Action Skills—and a raging Goliath—to work for you.

The first ECHO Recorder is along the main path leading eastward atop the cliffs above Sawtooth Stilts.

Descend into Sawtooth Stilts to access Smoking Guano Grotto, and continue south toward Main Street Reservoir to find the next ECHO Recorder.

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The Cold Shoulder

LOVE IS IN THE AIR! AND HUMAN ENTRAILS. BUT MOSTLY LOVE!

MISSION BRIEFING

Scooter's girlfriend, Laney, has been brainwashed into becoming a tunnel rat. Scooter has asked you to bring Laney's favorite flowers and food to her in The Fridge in the hopes of turning her back into a normal, non-cannibalistic human being.

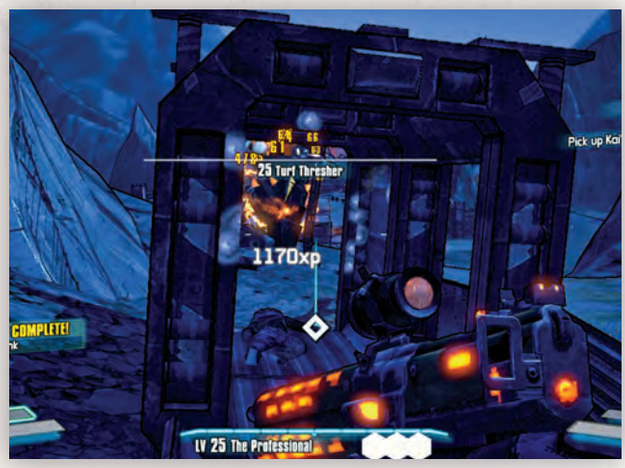
Availability: Speak to Scooter in Sanctuary after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: SCOOTER

LEVEL	MONEY	XP	GEAR
17	$308 ($616 with Bonus)	2903	Skin Customization (Blue)

Marcus wants you to find a man by the name of Kai, but there's a bonus in it for you if you find the three ECHO Recorders first. Kai, ahem, isn't going anywhere soon, so focus your attention on the three blue waypoints on the minimap and save the white one for last. It just so happens that with some understanding of how Sawtooth Cauldron is configured, you can pick all three of them up along the way to Kai without any extra fuss. Finding these ECHO Recorders sheds some interesting light on Kai, the man who owed Marcus the nine dollars you've been hired to retrieve.

Give the watery area of Main Street Reservoir a wide berth and head west along the bandit road to find the third ECHO Recorder.



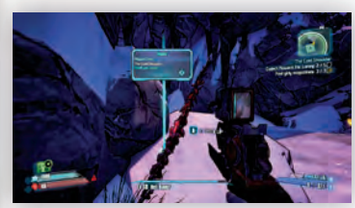
Brave the threshers and bandits and make your way to the Hyperion container at the far southeastern corner of Sawtooth Cauldron to find Kai's remains.

The Fridge

Fast Travel back to The Fridge and step out into Frigid Cleft in the direction of the nearest area waypoint. Despite wanting you to find some flowers for his girlfriend-turned-rat, Scooter is willing to pay you double if you find him three girlie magazines. All three of the magazines are in this southern section of Frigid Cleft, not far from the roadway. You can find two of them in the burned-out husks of automobiles, while the third is sitting atop a crate.

The girly magazines are all in the south end of Frigid Cleft; two are in cars, and one is on a stack of crates.

Soften up the Volatile Crystalisks from atop the bridge, then drop down and finish them off with melee attacks.



The flowers Scooter wants you to find grow out of the rocks along Icemaw Grotto and are long and red in color.

The flowers, on the other hand, are scattered around a much larger area in Icemaw Grotto. Head north along the road in Frigid Cleft toward the Volatile Crystalisks. Equip your most powerful single-shot non-elemental or Explosive weapon, and pick off a few of the Volatile Crystalisks from atop the elevated road. Even if you can only manage to shatter one or two legs from the nearby Volatile Crystalisks, this still makes it much easier to kill them up close with melee attacks. Clear the immediate area of Volatile Crystalisks, then set about finding the five flowers.

STABBING EVIL SMASHER

ATTRIBUTE	RATING
Damage	273
Accuracy	76.6
Fire Rate	2.5
Reload Speed	3.8
Magazine Size	9
- +50% Melee Damage	
- Deals bonus Explosive Damage	

**Actual stats and modifiers may vary.*

TORGUE

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Flowers alone won't win Laney back, so Scooter wants you to find her some food, too. An old pizza delivery van had crashed on the northern end of Icemaw Grotto, spilling five pieces of pizza all over the nearby rocks and debris. Some of the pieces of pizza can only be reached from above, requiring you to scamper up the nearby pile of rocks and leap over to the piece of broken roadway to get the less accessible slices.

All five pieces of pizza are in close proximity, but you'll need a small bit of jumping prowess to reach all of them.

Now that you have the pizza and the flowers (and maybe a few girly magazines for Scooter), it's time to head south along Frigid Cleft to the locked entrance to The Rat Maze. Set the flowers and pizza down near the yellow-and-black striped gate, and wait for Laney White to make her appearance.

Don't pretend for a second that Laney White might go back to Scooter—hit her with everything you've got the second the gate opens!

Laney is in no mood to return to Scooter and is quite content living with her seven Midget rats. In fact, she's willing to fight you to the death if that's what it takes for her not to have to go back to Scooter. Activate your Action Skill as soon as the gate opens, and don't give Laney White a chance to attack. Hit her with Fire attacks and don't let up, else her Midgets will attack and buy her enough time to recharge her shields. With Laney dead, you're free to kill her Midget companions and help yourself to the chest in the room where they made their home.

Fairest of Them All

CHALLENGE!

This Challenge awards you for killing Laney White before any of her Midget companions die. If you follow the strategy outlined above, you shouldn't have any trouble completing this task. The only possible issue could be a Sabre Turret that decides to target a Midget instead of Laney White or possibly a grenade that deals a little too much splash damage in the wrong direction. But as long as you manage your collateral damage and focus on Laney, this shouldn't be too hard to earn.

It's Off to Hell We Go

CHALLENGE!

This Challenge is the exact opposite of Fairest of Them All: earn this award by killing all of Laney's Midget companions before killing Laney herself. Though it can be difficult to track all of the Midgets as they scurry about, you can take your time in fighting them and rely on the Midgets to Second Wind if necessary. Laney White has a decent shield, so it's actually much harder to accidentally kill Laney White than it is to inadvertently kill one of her Midget companions.

The Good, the Bad, and the Mordecai

MORDECAI BURIED SOME TREASURE A WHILE BACK—IF YOU CAN FIND IT, IT'S YOURS.

MISSION BRIEFING

Years ago, Mordecai won the grand prize at Moxxi's Underdome. A little while after that, a thief named Carson stole the loot chest and hid it somewhere in The Dust. Mordecai has informed you that if you are able to find Carson and figure out where the guns are buried, you can keep them.

Availability: Sanctuary Bounty Board after "A Train to Catch."
Unlocks: —

MISSION REWARD: THE DUST

LEVEL	MONEY	XP	GEAR
12	—	1584	Relic (Blue)

The Dust

Head out to The Dust and get yourself a set of wheels—it's time to launch off the big slab and pay Goose's Roost a visit. If you hadn't done so already (during the "Too Close for Missiles" mission, perhaps), then know that the only way to reach this elevated gyro-copter base is by speeding off the massive rock slab in the center of The Dust. Use your vehicle's turbo boost to get enough speed to fly off the end.

Betcha Goose never saw a Bandit Technical do a negative dive?

Mordecai says the thief's name was Carson, and his last known whereabouts were at Goose's Roost. Fight your way across the upper level of the area, past the volleyball court, and descend the stairs in the northeast corner to a rocky ledge lower on the cliff. Carson is nowhere to be found, but there is an ECHO Recorder left behind.

Take the ECHO Recorder from the body to learn that Carson has been imprisoned.

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NO FRIEND OF MINE

Carson's dead, but he's left an ECHO Recorder detailing the stash's whereabouts.

Leap off the cliff and make your way across The Dust to the north toward Friendship Gulag, where Carson is being held. Equip your best Corrosive weapon and fight your way past the Loaders and Combat Engineers to the north side of Friendship Gulag. If you don't have any Corrosive weapons, then aim for the Necrophage plants that grow throughout the area—they release a massive cloud of corrosive gas when shot. These are perfect for chewing through the armored Loaders. Take care not to leave any enemies alive, as they'll tail you to the north side of the prison compound, where two WAR Loaders and multiple Repair Surveyors await. Hit the WAR Loaders with Corrosive gunfire and grenades, then open fire on the Repair Surveyors—you do not want them undoing the damage you inflict.

A TRUXICAN STANDOFF

Exit Friendship Gulag and drive back to Ellie's Garage. Continue around back, behind her wrecking shop, and travel on foot across Bug Gulch to Boot Hill. Bug Gulch is crawling—literally—with spiderants of all ranks and sizes. Fire weapons work really well against most spiderants, and they're a great option when you can't get a clean shot at their abdomen.

Continue up the left-hand path to Boot Hill where the canyon forks. This takes you to a small chapel overlooking a cemetery. Carson buried the stash in front of the tombstone nearest the church. Digging it up uncovers the loot chest, but it also draws out Mobley and Gettle, two other would-be grave-robbers wishing to lay their hands on that ill-gotten bounty.

All's fair in love and duels. Don't wait to shoot him!

Mobley decides that the only honorable way to settle this here predicament is to have a three-way duel when the church bell strikes three. Wait until the third chime to start shooting—the other two are invincible until the duel starts. Mobley and Gettle most likely start shooting at one another, leaving you to set them both aflame with your Fire weapon. Or, if you'd rather, use any shock weapons you have to drain their shields, then switch to traditional or explosive weapons. Kill them both, then loot the chest.

MOXXI'S ENDOWMENT

ATTRIBUTE	RATING
XP Gained from Combat	+4.2%
- Increases experience gained by killing enemies.	

**Actual stats and modifiers may vary.*

ERIDIAN

The Great Escape

NOT EVERYONE ENJOYS LIVING ON PANDORA.

MISSION BRIEFING

A man named Ulysses wants you to help him escape from Pandora. He says if you can bring him a Hyperion lunar supply beacon, he'll be able to leave Pandora.

Availability: Speak to Ulysses at Sawtooth Cauldron after "Where Angels Fear to Tread."

Unlocks: —

MISSION REWARD: ULYSSES

LEVEL	MONEY	XP	GEAR
26	4 Eridium	6983	—

Sawtooth Cauldron

A bandit by the name of Ulysses needs your help. He's hanging out on the northwest corner of The Buzzard Nest (accessible via Mortar's elevator from Smoking Guano Grotto), and he wants your help in getting off the planet. He needs you to retrieve a lunar supply beacon from Smoking Guano Grotto. With it, he believes he'll have a way off Pandora once and for all. Oh, and he'd love it if you can remember to pick up his pet goldfish along the way (purely optional).

This mission can be accepted before you officially turn in your progress on "Toil and Trouble." Follow the strategy outlined for that story mission to gain access to The Buzzard Nest high atop Sawtooth Cauldron, and complete the main objectives before taking time to speak with Ulysses.

Ride the elevator down to Smoking Guano Grotto and (with the elevator behind you) continue around the cave to the right. Ulysses' pet fish is in a bag of water on a shelf just around the corner from the elevator. The pet is almost directly below Ulysses' position up on The Buzzard Nest.

Whether you descend the ladder or leap across to the angled beam, you'll need to reach the lowest point in Smoking Guano Grotto to find the supply beacon.

Now that you have the pet, it's time to retrieve the lunar supply beacon. The item you need is located at the lowest point in Smoking Guano Grotto, at the base of a ladder on the eastern side of the cavern. There are two ways to go about reaching it, the first involving a series of relatively risky leaps across the center of the chasm, beginning with the one toward the chest behind the elevator. Gradually run, leap, and drop to the angled beam and balance your way to the supply beacon. The other way is to continue the clockwise loop around the perimeter to the eastern side of the cavern and descend the ladder. Consider taking the riskier former route if you hadn't recently looted the chests on the suspended platforms in the center of the area.

Return to the elevator and ride it back up to The Buzzard Nest. Set the supply beacon down in the designated position, and watch as Ulysses gets his wish, one way or another.

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The Ice Man Cometh

CHILL.

MISSION BRIEFING

The bandits out in Three Horns Divide have been harassing travelers for years. Thankfully, Claptrap has a plan: if you can shut down all of the bandit's furnaces, Claptrap believes the bandits will get so cold that they'll have to run indoors just to avoid freezing to death.

Availability: Happy Pig Bounty Board after "Rising Action." Must have completed "No Vacancy" optional mission.

Unlocks: —

MISSION REWARD: HAPPY PIG BOUNTY BOARD

LEVEL	MONEY	XP	GEAR
15	$246	2333	Grenade Mod (Green) or Shield (Green)

The Lost Treasure

OOH! A TREASURE MAP!

MISSION BRIEFING

You found part of a treasure map. There is only one thing to do: start killing bandits until you find the other parts of the map, then assemble it and find the treasure. Admittedly, that was three things, but you get the idea.

Availability: Locate the ECHO Recorder in Sawtooth Cauldrons after "Where Angels Fear to Tread."

Unlocks: —

MISSION REWARD: ROCKO

LEVEL	MONEY	XP	GEAR
28	$856	6126	Pistol (Purple)

Three Horn Divide

Swing by the Happy Pig Bounty Board on your way to The Fridge at the end of "Rising Action" to accept this mission. Collect the dynamite that Claptrap has positioned nearby, then turn and drive to Three Horns Divide via the northern transition. Once in Three Horns Divide, turn hard to the right and drive through the narrow cave to the entrance to The Drydocks area.

Claptrap wants you to place the dynamite on five furnaces scattered throughout The Drydocks. The first is just inside the enemy base, on the right-hand side, and can be reached quite easily. The others are split more or less into pairs. The deeper you advance into The Drydocks, the more Marauders and Nomads you'll encounter, so stick close to the entrance and kill as many as you can from the relative safety of the area—at least you can't be surrounded near the entrance!

Make your way to the perimeter on the left-hand side and continue to set the Marauders on fire with your guns and grenades. Climb the stairs to reach the upper furnace, then drop to the north side of this building to find the third on ground level. The other two furnaces are located on the northeast building, just beyond the large anchor in the center of the area. One is all the way up multiple flights of stairs on the uppermost level and is right near a valuable treasure chest. Don't miss it!

Rig the five furnaces, then approach the anchor in the center of the area and activate the transmitter that Claptrap arranged to be there—bandits are so dumb. Switch to a fast Fire-based weapon if one's available, and ready yourself for eight Freezing Psychos that attack. These enemies are quite similar to your typical Psychos, only they're a bit colder. They'll charge your position in the center of the base in a relatively steady stream, but not all at once. Aim for their legs if they start to get too close to at least knock them to the ground. Set them on fire to quickly kill them, then drive back to the Happy Pig Bounty Board for your reward—and one more pun.

Claptrap sure showed them! Now the bandits must wear winter hats when conducting their brand of unsavory business!

WORTH THE TRAVELS

Don't let the length of this mission scare you from doing it as soon as it becomes available, as the unique pistol awarded for this mission is extremely helpful during "Toil and Trouble" and other missions to come.

Sawtooth Cauldron

Hike up the trail to the campsite high above Sawtooth Stilts in the northeast corner of Sawtooth Cauldron to find a suspicious box containing an ECHO Recorder. The recording speaks of a great treasure, a lost map, and the whereabouts of the remaining map pieces. The only way to find The Lost Treasure is by unleashing a vicious assault on the bandits of Sawtooth Cauldron. Each section of the map reveals a very important clue to the whereabouts of the treasure—you need all four pieces of the map to have any chance at finding the treasure.

Drop into Sawtooth Stilts and hike up the narrow path in the northeast corner to find the ECHO Recorder that contains this mission.

One look at the size of the area waypoint on the in-game map is all you need to know that the clues can be anywhere. Every Marauder, Goliath, Psycho, and other assorted bandit in Sawtooth Cauldron has a chance—a small one—to drop one of the four clues. The only way to find all four is to perform a complete sweep of the area. Start in the lower area of Sawtooth Stilts and proceed to Smoking Guano Grotto. Clear out the cavern in search of additional clues, then make your way to Main Street Reservoir and Cramfist's Foundry. There's no need to wade into the dangerous waters of Scalding Remnants, as you're only going to find threshers in that corner of Sawtooth Cauldron. Locate all four clues, then make your way to the Fast Travel station and head for Caustic Caverns at once. If you hadn't yet been to Caustic Caverns, consider first completing the "Safe and Sound" mission before proceeding with this mission. It also helps to have already completed "Minecart Mischief."

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Caustic Caverns

The four clues each correspond to a lever that you must locate somewhere in Caustic Caverns. Though the descriptions may seem obvious to those who know their way around Caustic Caverns well, finding the levers you need to pull can still be tricky. Head out in a counter-clockwise direction toward Oozing Discharge, and make your way across the toxic sea to the second island.

Under the acid-soaked railway: This lever is on the south side of the central bridge support for the elevated railway. Run up and pull it quickly before the Volatile Crystalisks target you with their potent attacks.

In the warehouse on the shore: Continue in a counter-clockwise direction from Oozing Discharge, past the Rumbling Shore, and into the Infested Warehouse area. This next lever is on the north side of the Infested Warehouse. Beware the varkids!

In the digger's shadow: Proceed to the western side of Caustic Caverns where a massive piece of mining machinery can be seen casting a lengthy shadow across the Abandoned Mining Site. The next lever is on the western side of a mining shack directly in the shadow of the overhead digger.

Within Dahl's bloody sixth: Enter the Infested Warehouse from the western side via the control wheels on the sides of the minecart tracks. Proceed through the warehouse, past the crusher, to the entrance to Dahl Deep Core 06. The lever is on the wall in the blood-splattered room near the ladder.

With all four levers pulled, you're now able to ride a massive lift up the side of the central facility to reach the roof, also known as Varkid Ramparts. Return back through Dahl Deep Core 06 and the Infested Warehouse to the Abandoned Mining Site, and locate the lever on the concrete platform south of the minecart tracks. Pull this lever to start the lift up the side of the building. Be cautious of an impending unfriendly welcome from several Badass Varkids on the roof.

There is but one way to proceed once on the Varkid Ramparts, and that's through a gauntlet of varkids and spiderants. Fortunately, spiderants hate varkids just as much as Vault Hunters do. It's quite possible—and entertaining—to watch the spiderants and varkids attack one another while you lob grenades and occasional gunfire from the periphery.

Keep in mind that the Varkid Ramparts area isn't home to either species' peons. Expect to encounter numerous Spiderant Knights and Badass Varkids in this area. It truly pays to have a gun that can Slag enemies on hand, then quickly switch to a Fire or Explosive weapon to magnify the results.

Pull the lever to turn in the mission and reveal a hidden weapons cache. Help yourself to the contents, then head southeast along the elevated bridge and leap down to return to the Fast Travel station.

Fight your way to the lever atop the Varkid Ramparts to turn in the mission and gain access to a weapon with homing capabilities!

LOADED DAHLMINATOR

ATTRIBUTE	RATING
Damage	610
Accuracy	92.1
Fire Rate	6.9
Reload Speed	1.9
Magazine Size	17
Corrosive Dmg/Sec	191.9
Chance to Corrode	16.2%
- Burst fire while zoomed	
- +50% Melee Damage	
- Consumes 2 ammo per shot	
- Highly effective vs. armor	

**Actual stats and modifiers may vary.*

DAHL

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The Name Game

"BULLYMONG" SOUNDS KIND OF SILLY—HAMMERLOCK NEEDS YOU TO HELP HIM COME UP WITH SOMETHING THAT SOUNDS COOLER.

MISSION BRIEFING

Sir Hammerlock isn't happy with the name "Bullymong" and would like you to help him come up with a better name for the species before he publishes his almanac of Pandora's wildlife. He's asked you to head to Three Horns Divide and examine the Bullymongs (using violence, of course) so he may study them and come up with a better name.

Availability: Speak to Sir Hammerlock in Sanctuary after "The Road to Sanctuary."

Unlocks: —

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
8	$111 ($222 with Bonus)	791	Shotgun (Green) or Shield (Green)

The Overlooked: Medicine Man

OVERLOOK NEEDS A HERO. ARE YOU UP FOR THE JOB?

MISSION BRIEFING

The residents of Overlook are in desperate need of skull-shivers medicine. You'll have to find three separate shipments of medication to keep the town healthy. The first shipment can be found in a medicine dispensary—unfortunately, however, the dispensary's power supply is missing, and you'll have to find it.

Availability: Speak to Scooter in Sanctuary after "Bright Lights, Flying City."

Unlocks: "The Overlooked: Shields Up"

MISSION REWARD: KARIMA

LEVEL	MONEY	XP	GEAR
16	$551	2611	Skin Customization (White)

Three Horns Divide

Sir Hammerlock, always found in Moxxi's Bar, needs you to head out into Three Horns Divide (or anywhere that contains Bullymongs should you rather return to Southern Shelf, for example) and spend some time observing the behavior of the Bullymongs native to the area. And by observing them, he primarily means killing them. This mission contains multiple objectives, including a bonus task of hunting down 15 Bullymongs, for which he's willing to double your cash payment.

Use the Catch-a-Ride outside the Sanctuary gate and drive around the bend to the northwest, just beyond the signs in the distance. Open fire on the Bullymongs in the area with the Light Runner's weapons, then climb out and examine the Bullymong piles. You shouldn't have any trouble finding at least five Bullymong piles in this area, but if you do (or happen to accidentally run over too many of them in the vehicle), then just head south to either of the other areas marked on the minimap.

Your investigation into the Bullymong debris piles has caused Sir Hammerlock to consider renaming the creatures Primal Beasts. Continue your study by killing one of the newly named Primal Beasts with a grenade. It doesn't matter how big a Bullymong, err, Primal Beast you kill. Any variety works, even the wee babies.

Not content with that name, Sir Hammerlock now wants to watch you interact with the species recently—and temporarily—called ferovores. Equip a fast-firing pistol, assault rifle, or large-capacity shotgun, and back away from the ferovores in the area so as to bait them into throwing their rocky projectiles at you. Wait for the projectile to begin its descent toward you, and open fire. Shoot three of these ferovore projectiles out of the air to satisfy Sir Hammerlock's request.

At his wit's end, Sir Hammerlock has decided to call the former Bullymongs bonerfarts. Yes, bonerfarts. And he'd like you to kill at least five of them. Open fire on the bonerfarts, either on foot or with your Light Runner, to complete the mission. Return to Sir Hammerlock at Moxxi's bar to collect your reward—and the knowledge that those wooly creatures of the snowy plains will forever be known as Bullymongs.

The Highlands

Scooter's got wind that the people in Overlook could really use a helping hand: they're under house arrest due to their brain-shivers, and they're running low on medicine. Use the Fast Travel station to return to Overlook in The Highlands at once and knock on Karima's door. She lives in the house directly east of the Bounty Board.

Scale the buildings alongside the clock tower to reach the power supply via this Hyperion container.

Karima needs you to get the power supply from the town's clock and install it into the medical dispensary. Ascend the stairs behind the clock tower and leap across to the nearby roof. From there, continue the ascent to the container that serves as a bridge from the neighboring roof to the clock. You can access the power supply from within this container.

Install the power supply alongside the inoperable Zed's Meds vending machine on the west side of the town square (this vending machine is only usable during this mission string). Karima needs you to collect the lone dose of Shivers Medicine from the vending machine. Don't worry; it doesn't cost anything.

The Shivers Medicine is the Item of the Day and can be had for free.

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Kill the Requisition Officer, then take out his Loader escort before exiting the vehicle.

Helping get one dose of Shivers Medicine was a start, but Karima needs you to get two more. Secure a vehicle from the nearby Catch-a-Ride, and follow the main highway north across Blake Bridge to where the Requisition Officer is located. He's accompanied by two WAR Loaders, but isn't any match for the firepower of a Light Runner or Bandit Technical. Defeat both the Requisition Officer and his Hyperion escort, then secure the next dose of Shivers Medicine from the vending machine on the officer's back—just watch out for the stalkers in this area!

Battle past the threshers to this container on the edge of the lake to find the third dose of Shivers Medicine.

The third and final dose of medicine was left in a shipping container that washed up on the beach beneath the Hyperion Bridge. Drive back along the main highway in the direction you came and continue through the tunnel and down to the water of Lake Shining Horizons. The ground in this area is quite alive with threshers of all shapes and varieties, so proceed with caution. The threshers—Wormhole Threshers in particular—can obliterate a vehicle in no time, so consider parking uphill and traversing the lakeshore on foot.

Return to Overlook with the medicine, and deliver the three doses to each of the houses marked on the minimap. Place the medicine in the retractable mail slot of each house to avoid the risk of spreading the horrible disease.

Place each of the vials of medicine into the door slots, finishing up with Karima.

The Overlooked: Shields Up

OVERLOOK NEEDS A SHIELD.

MISSION BRIEFING

The residents of Overlook want to rebel against their Hyperion overlords. This will be difficult to do, however, so long as Hyperion holds the ability to level the entire town with a single lunar assault. Karima has asked you to drop as many shields as you can into the Overlook grinder. Once you've ground up enough shields, Karima can use the scraps to build a shield to protect the city (not unlike Sanctuary's).

Availability: Speak with Karima in The Highlands after "The Overlooked: Medicine Man."

Unlocks: "The Overlooked: This is Only a Test"

MISSION REWARD: KARIMA

LEVEL	MONEY	XP	GEAR
16	$137	3917	SMG (Green) or Shield (Green)

The Highlands

You've undoubtedly heard the taped recordings mention Loader safety concerning the grinder. Well, now is your chance to use the infamous device. Karima needs you to grind up five of your shields—the ones in your inventory—so that they can be converted into Shield Digistruct Cores. Karima is going to use them to build a shield to protect the entire town, no matter what Dave says.

The vending machine next to the grinder—the one you powered up in the previous mission—has all the shields you need for sale, but they can cost more than $1000 each! The first thing you need to do is to sort your inventory and figure out which shields you might want to grind up along with which weapons you're willing to sell. There are plenty of containers and chests located throughout Overlook (and in the areas just outside of town) that yield money and additional items to sell. Depending on how many shields you're short and how much money you're willing to spend on them, you may want to consider a hunting trip. There are plenty of stalkers in nearby Hunter's Bane and a multitude of threshers in Whispering Riverbed beneath Blake Bridge.

Stand a few steps back from the grinding wheels and at an angle so the dropped shields successfully land inside the grinder.

Once you're ready to grind up some shields, head up the stairs beside the grinder and stand facing the grinding apparatus at an angle. The only way to drop shields into the grinder is to enter your inventory screen and select the "Drop" action. The item flings forward from your Backpack as you exit the menu screen—the trick is to be standing in such a position that the shield enters the grinder. Pick up the Shield Digistruct Cores that are spit out the bottom of the grinder and deliver them to Karima's mail slot to complete the mission.

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The Overlooked: This is Only a Test

OVERLOOK IS NEARLY SAFE...

MISSION BRIEFING

The shield you built for Overlook hasn't been activated or tested yet. It's time to fix that. Karima has asked you to head to a nearby Hyperion installation and program a mortar to fire at Overlook. If all goes well, the shield will activate and repel the blast.

Availability: Speak with Karima in The Highlands after "The Overlooked: Shields Up."
Unlocks: —

MISSION REWARD: KARIMA

LEVEL	MONEY	XP	GEAR
18	—	3208	Shield (Purple)

The Highlands

Karima wants you to test out Overlook's new shield with the Hyperion mortar situated on the bluffs overlooking Blake Bridge. Though the mortar is due south of Overlook and not far from the main highway, the only way to access that point is by driving around the mountain through the tunnel to the south, toward the Aggregate Acquisition area. Though you can continue through the main entrance near Frothing Creek Mill, there's a better way that allows you to maintain an elevated advantage for much of the very tough, lengthy fight through Hyperion-controlled territory to reach the mortar. After all, you're infiltrating the area to use *their* mortar to test *your* shield. Hyperion can't even know you have a shield!

Follow the main road to the south side of The Highlands, then steer your vehicle up the dirt path toward the campsite. Continue up to where the dirt path ends above the waterfall, near the concrete structure on the right. Leave the vehicle here and hop across the rocks above the waterfall to the west, then loop back up and over the rocks near the windsock onto the grassy field above. Kill the first batch of Loaders and Engineers, then retreat the way you came as soon as the Constructor appears on the bridge leading east. Even though the Constructor is likely positioned facing away from you, its nonstop barrage of missiles and periodic nuclear attacks is enough to make this a no-go zone.

Strafe to the right outside the ammo supply room and fire on the Constructor, then duck back into the room for cover.

Jump onto the roof of the nearby concrete structure where the chests are and loop your way around the corner to the inside (shoot the fuse box above the Constructor if necessary). Raid the ammo supplies in here, and strafe to the right to spot the Constructor Bot on the bridge. Open fire from this position and continue strafing in and out of cover, using the interior ammo storeroom for protection whenever the Constructor's missiles and bombs deplete your shields. Take your time, allow your shield to recharge, and keep shooting the Constructor from this angle. Once it has been destroyed, head up to where the Constructor was, check the buildings to the left for ammo and loot, and use that same perch to eliminate the twin Badass Loaders in the valley below. Once you've defeated the Loaders, leap down and make your way to the mortar.

Move to the area where the Constructor was and use your heavy weapons to take out the Badass Loaders in the trench below.

TELEPORT TO VEHICLE

One of the nice things about leaving a vehicle at the end of the dirt path near the waterfall is that if you die, you need only use a Catch-a-Ride to "teleport to vehicle" to get right back into the action.

A LOAD OF BUL

As you first approach the Constructor Bot, you encounter several BUL Loaders. These adversaries try to ram you at high speed, and their bladed shields deflect bullets. Hit them with Corrosive status effect attacks to safely eliminate them. Another option is to use Explosive rounds so that the splash damage damages the BUL Loader through its shield.

Approach the massive mortar cannon once the area has been secured. Karima then coaches you through the testing procedure. Aim and fire the mortar as instructed, then make your way back to Karima. The fastest way back is to simply leap off the cliff to the north, but you may want to head back to the west and drop down onto the rocks near the campsite below if you haven't yet unlocked the "What Does It All Mean" secret Achievement/Trophy.

DEADLY BLOOM

ATTRIBUTE	RATING
Capacity	768
Recharge Rate	201
Recharge Delay	3.78
Nova Damage	1574
Nova Radius	1248
- Releases an Explosive Nova blast when shields or health are depleted	

**Actual stats and modifiers may vary.*

TORGUE

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The Pretty Good Train Robbery

WANNA ROB A TRAIN FULL OF MONEY?

MISSION BRIEFING

Lilith discovered that some of the Hyperion trains heading through Tundra Express carry a buttload of cash. If you can stop one of the trains and blow it open, you'll be able to steal the cash it's carrying.

Availability: Talk to Tiny Tina in Tundra Express after "Mine, All Mine."
Unlocks: —

MISSION REWARD: TINY TINA

LEVEL	MONEY	XP	GEAR
13	—	1820	Grenade Mod (Blue)

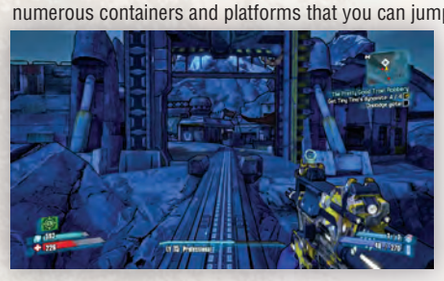
Tundra Express

The ECHO Recorder you brought to Tiny Tina from the "Mine, All Mine" mission reveals the bandits' plan to sell the Eridium they're mining to Hyperion for mountains of cash. You can hijack the money train and make off with the loot—and Tiny Tina knows just how to do it! Take the four packs of dynamite from her workshop, and make your way out to Ripoff Station on the western side of Tundra Express. Don't just mosey in the front door, though! Circle around behind the station via Old Man Johnson's Farm and approach from the west.

No rap-tastic names for the explosives this time; just plain old ordinary dynamite.

There won't be any trains using the tracks running through Ripoff Station until the Hyperion money train is called, so it's safe to walk along the tracks. Balance along the elevated tracks and walk directly through the western gate of Ripoff Station, where Tiny Tina wants you to put the first batch of explosives. Set them on the base of the gate to drop the gate. Now, any trains approaching from the east won't be able to escape!

With the gate slammed shut, you're ready to radio for the train to make its delivery. The intercom is on the elevated train station; follow the tracks away from the western gate to reach it. Take a minute before calling Hyperion to kill any remaining enemies in the area. Ripoff Station has numerous containers and platforms that you can jump onto to keep out of immediate reach of all but the leaping Raging Goliaths. Use these elevated perches and the sheltered space under the train station to clean out the enemies in the area before calling for the Hyperion train.



Walk along the tracks to the west of Ripoff Station to stealthily access the gate you need to dislodge.

GOD-LIATH HUNTING

If you've yet to encounter a God-Liath and want to unlock the "Goliath, Meet David" Achievement/Trophy, this is a great place to do so. There are a number of Goliaths in the area—you may even encounter a Goon Goliath with a treasure chest on his back—and you can always use the alarm to call for reinforcements to give the Goliath even more fodder to feast on. Seek the high ground to put yourself out of the general fray, and watch for the Goliath to level up to God-Liath status. Make sure you inflict the fatal blow, or else you won't unlock the Achievement/Trophy, nor will you earn the wealth of XP killing the legendary beast yields.

Place the three remaining packs of dynamite on the safes to blast them open. This showers the ground in money, leaving you with hundreds, if not thousands, of dollars to pick up. Better get to it quickly, however; the Hyperion defense systems are about to deploy three Auto Cannons atop the train! You don't need to stick around long enough to fight the Auto Cannons, but if you've got a rocket launcher or Corrosive weapon, you might as well blow them up—they're not hard to kill and worth a bucket of XP.

FUSTER CLUCK

ATTRIBUTE	RATING
Grenade Damage	342x6
Blast Radius	314
Fuse Time	1.3
- Spawns six child grenades	

**Actual stats and modifiers may vary.*

BANDIT

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This Just In

TRUTH IS RELATIVE. HEADSHOTS AREN'T.

MISSION BRIEFING

Since your arrival on Pandora, Hunter Hellquist of Hyperion Truth Broadcasting has been spreading lies about your exploits. Mordecai has tracked down the source of those broadcasts and asked you to silence them for good.

Availability: Speak to Mordecai in Sanctuary after "Toil and Trouble."
Unlocks: —

MISSION REWARD: MORDECAI

LEVEL	MONEY	XP	GEAR
29	4 Eridium	6983	—

This Town Ain't Big Enough

THERE'S ONLY ROOM FOR ONE DEADLY, BIPEDAL, APE-DESCENDED SPECIES IN LIAR'S BERG.

MISSION BRIEFING

Sir Hammerlock asked you to rid Liar's Berg of Bullymongs. While the residents of the town were murdered by bandits weeks ago, Hammerlock nonetheless feels that their former homes should not be torn up by feces-tossing ape creatures.

Availability: Speak to Sir Hammerlock in Liar's Berg after "Cleaning Up the Berg."
Unlocks: "Shielded Favors" and "Bad Hair Day"

MISSION REWARD: SIR HAMMERLOCK

LEVEL	MONEY	XP	GEAR
3	$63	160	Assault Rifle (Green)

Arid Nexus Boneyard

It's time to take care of the miscreant who's been spreading all of those unfounded rumors about the Crimson Raiders and (more importantly) the good work you've been doing for the people of Sanctuary. Head to Arid Nexus Boneyard, either by Fast Travel or by driving there from Eridium Blight, and set out on a due east trajectory across the wastes.

Approach the Hyperion Truth Network, and ride the lift up to the studio where Hunter Hellquist awaits.

The Hyperion Truth Network lies just a short distance from the entrance to the Arid Nexus Boneyard. That's where you'll find Hunter Hellquist, the DJ responsible for those ludicrous remarks being spread around Sanctuary. Ride the elevator up to the recording studio and immediately open fire on Hunter Hellquist (feel free to listen to the ECHO Recorder on the studio desk while you're there). He'll likely flee to the sands below, where one or two ION Loaders may come to his aid. Hunter Hellquist has a substantial shield and attacks much like an Engineer. Fortunately, he's vulnerable to Corrosive attacks, as well as heavy explosives. Drain his shields with Shock weapons if you have them; otherwise, unload on him with your most powerful weaponry. Ignore any Loaders that are present until after you've dealt with the DJ.

Dead Air

CHALLENGE!

DJ Hunter Hellquist has a portable radio strapped to his back that can be interacted with like any of the other radios you've no doubt seen around Pandora. Earn this Challenge by running up behind Hunter Hellquist and pressing the Cycle Weapon button to turn the radio off. Turn the radio off before killing Hunter Hellquist to complete this Challenge.

Liar's Berg

Bullymongs have infested two areas within Liar's Berg, the pond and the graveyard, and Sir Hammerlock wants you to clear them out. You're free to tackle either area first, but the pond (directly beneath the rope bridge strung across the chasm near the Bounty Board) contains just Monglets and Brat Bullymongs, whereas the graveyard area is guaranteed to contain at least a few rock-throwing Adult Bullymongs and Bullymong Slingers.

Approach the graveyard via the road that leads north through town, past the switch controlling the western gate. Open fire on the first Bullymong as soon as you can get a clean shot. Avoid straying too close to the graveyard entrance, or you'll certainly be overwhelmed at close range. Strafe left to right to avoid the incoming projectiles (shooting them helps earn you credit toward a Challenge), and focus your fire on each Bullymong as it exits the graveyard between the snowy blocks. Try to leave any Monglets you see alive in case you get downed and need an easy kill for a Second Wind. Back away from the Bullymongs, and don't hesitate to duck behind the cover of the metal wall near the gate switch.

Make your way to the frozen pond, either by leaping off the cliffs near the Bounty Board or by dropping in from the Quick-Change station uphill from the graveyard. It's very rare for any of the Bullymongs in this area to throw rocks—something the Monglets are incapable of. If you're at all worried about the battle to come, go ahead and pick off a few Monglets from atop the rope bridge. Take your shots from afar with the pistol, then switch to the shotgun and stride out onto the ice to mop up the last few Bullymongs. Clearing the pond is far easier than the graveyard, but you're unlikely to gain a level doing either of them, so the order doesn't matter.

Put your shotgun to use if the Bullymongs get too close!

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To Grandmother's House We Go

HANDSOME JACK NEEDS YOU TO CHECK ON HIS GRANDMOTHER. THIS DOES NOT SOUND FISHY AT ALL.

MISSION BRIEFING

Handsome Jack has asked you to check on his grandmother. He has also assured you that he is not luring you into a trap, presumably while unaware that this is exactly what one would say to a person one is luring into a trap.

Availability: Jack Bounty Statue in Eridium Blight after "Where Angels Fear to Tread."
Unlocks: —

MISSION REWARD: JACK BOUNTY STATUE

LEVEL	MONEY	XP	GEAR
26	$856 ($1712 with Bonus)	3063	Skin Customization (Purple)

Too Close for Missiles

DANGER ZONE. BRING AN INCENDIARY OR EXPLOSIVE WEAPON.

MISSION BRIEFING

An ex-gyro pilot named Loggins has been kicked out of his flight squad in The Dust. He's asked you to enact an admittedly roundabout revenge on them by destroying the volleyball court they use to blow off steam in between air raids. Don't forget a fire or explosive weapon to finish the job!

Availability: Talk to Loggins at Ellie's Garage after "Hunting the Firehawk."
Unlocks: —

MISSION REWARD: LOGGINS

LEVEL	MONEY	XP	GEAR
11	$156 ($312 with Bonus)	681	Assault Rifle (Green) or SMG (Green)

Eridium Blight

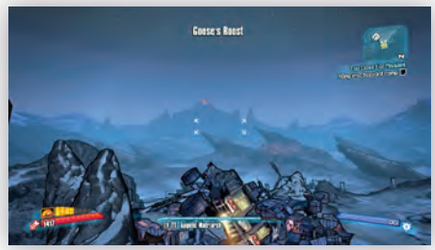
Nothing like picking some flowers for Grandma…

Accept this mission from the Jack Bounty Statue, then deploy a vehicle from the neighboring Catch-a-Ride. Drive west along the main road and follow it northward across the large bridge. Proceed past the Sawtooth Cauldron entrance and drive over the bridge to the west. Continue following the multi-colored flags as they lead the way in a counter-clockwise spiral up the side of the large mountain in the center of Eridium Blight. Don't veer off for any of the pedestrian bridges, and continue past the entrance to Slagma Refinery on the left and Slagma Vapor Extraction on the right. Drive all the way to the top of the mountain, then turn left to approach Grandma's House.

Park the vehicle near the fence, and set about collecting the flowers as you advance toward the distant house (one of the four Communication Dishes is atop Grandma's House). Gather up the flowers along the fence and rocks, and approach the house cautiously.

As you likely expected, the house isn't empty. Five bandits have attacked Jack's grandmother's home while you were en route to the location. Open fire on the Marauders and other bandits outside the house, then circle around to the rear to have a look inside. One final enemy is lying in wait inside the bedroom. Unleash your Action Skill at once to overcome the close-range surprise. Collect the buzz axe from the bed and return to the Jack Bounty Statue to turn in the mission.

The Dust



You can get enough speed with any vehicle, but the Light Runners have better acceleration than this Bandit Technical.

You can always find Loggins loitering on the stoop outside Ellie's Garage. The former gyro pilot had his wings clipped and wants your help in taking revenge against his former flight squad. The first step in doing this is actually reaching their camp—the only way in is through the air. Fortunately, you can launch a vehicle into the danger zone that is Goose's Roost by airing off the massive slab of sandstone in the center of The Dust. Head west down the road out of Ellie's Garage to the ramp-like outcrop, and use the vehicle's turbo boost to fly off the end and into Goose's Roost.

GREAT (VOLLEY)BALLS OF FIRE

The squadron doesn't like having their R&R interrupted any more than they like you buzzing their tower, so expect heavy combat as soon as you land. Goose's Roost is a multi-level area built into the side of a cliff. The uppermost area is the largest—flat and wide with plenty of room for landing gyros, tickling the ivories, and playing volleyball—while the lower levels are narrower and contain multiple houses and supply tents.

Start collecting the volleyballs and gas cans at the bottom of Goose's Roost, and work your way to the volleyball net.

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Take a moment to eliminate any nearby enemies, then run and leap down to the lower level on the north side of the area, so as to sweep through the airbase from bottom to top. You must locate the four volleyballs and two gas cans before you can light the net on fire.

Take cover under one of the hangars and snipe the Buzzard Pilots to complete the bonus objective.

Look for the gas cans near the large fuel tanks, on either side of the volleyball net.

Some of the pilots start launching their Buzzards in attempt to gun you down from the air. Open fire on the pilots or the engines to blast them out of the sky. Maya's Phaselock is also worth using, as it inflicts instantaneous damage. Follow the diamond-shaped waypoints on the minimap as you make your way back to the upper level of the camp. Locate the volleyball atop the corrugated metal hangar, then turn to the fueling stations to find the gas cans.

If Loggins won't be playing with the boys, then nobody will!

Gather up the remaining items and approach the volleyball net to douse it with the gasoline. Stand back and shoot a Fire or Explosive weapon at it to light the net on fire. This draws the ire of three gun-toting Shirtless Men, not unlike the Crazed Marauders you fought upon launching into the area. The Shirtless Men are each carrying high-powered assault rifles and pose a pretty big threat should they catch you at close range. Pop your Action Skill right away, and lob a grenade or two to quickly weaken them. Use the Fire weapon you used to ignite the nearest Shirtless Man, and back away to cover. The Shirtless Men patrol the vicinity if you exit the area (or are killed). Return to the main volleyball area of the base, and finish off any survivors with a couple of well-placed headshots. Bogeys eliminated.

You can engage anytime, Vault Hunter.

Torture Chairs

HOW DID JACK GET THE VAULT KEY FROM TANNIS?

MISSION BRIEFING

Years ago, Handsome Jack tortured Patricia Tannis and stole the Vault Key from her. Tannis, for some reason, wants you to find her missing journals wherein she chronicles what Jack and his men did to her.

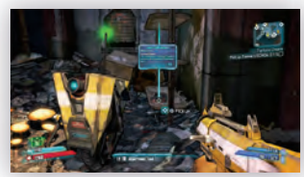
Availability: Speak to Tannis in Sanctuary after "Hidden Journals."
Unlocks: —

MISSION REWARD: TANNIS

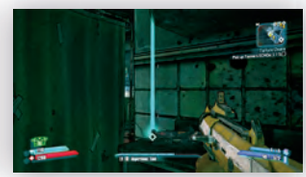
LEVEL	MONEY	XP	GEAR
25	$765	2858	—

Sanctuary

Find the five ECHO Recorders associated with this mission and you'll learn about some horrible things that happened to Tannis. The ECHO Recorders are all scattered around Sanctuary, making this a quick and easy mission to complete while running errands in town. Waypoints mark their location on the in-game map, but their locations are detailed below just in case you have trouble finding them.

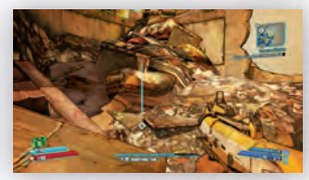


One of the ECHO Recorders is on a shelf near Claptrap's Super Secret Stash. You might need to reach behind him to reach it if he's there.



This ECHO Recorder is behind the privacy curtain inside Dr. Zed's clinic.

The third ECHO Recorder is behind some old tires outside Scooter's Garage on the edge of town. Don't fall off!



Another ECHO Recorder is in the alley beside Moxxi's Bar. It's in the pile of debris.

The final ECHO Recorder is tucked away inside a garbage dumpster near Marcus' store.

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Uncle Teddy

FAMILY IS EVERYTHING.

MISSION BRIEFING

A woman named Una has asked you to help her avenge her uncle, Teddy, who lived in Fyrestone. Teddy, a weapons inventor, was exiled to Pandora after Hyperion stole his weapon designs. If you can find proof of Hyperion's patent theft, Una can sue the pants off them. Metaphorically.

Availability: Fyrestone Bounty Board in Arid Nexus Badlands after "Toil and Trouble."
Unlocks: —

MISSION REWARD: UNA

LEVEL	MONEY	XP	GEAR
28	$1203	3715	Pistol (Blue)

MISSION REWARD: HYPERION MAILBOX

LEVEL	MONEY	XP	GEAR
28	$1203	3715	Shotgun (Blue)

Arid Nexus Badlands

Make your way to the south end of Arid Nexus Badlands and enter T.K. Baha's house. Pull the Zaford-emblem hanging from the pull-chain in the center of the room to reveal the entrance to T.K. Baha's secret basement. Descend the ladder and set about opening the myriad storage lockers and containers in search of the six pieces of evidence. Gather up the money, and listen to the ECHO Recorders to hear what had happened to T.K.'s wife, his weapon design, and his eyesight.

There are dozens of containers to loot inside T.K.'s basement—help yourself!

T.K. Baha had hidden the blueprint to his most special design in a special compartment in the base of the vending machine in his basement. Locate the lever on the side of the vending machine and pull it to retrieve the blueprints. At this point, you'll have a choice: either mail the plans to Una, or send them to Hyperion. Una's mailbox is located near the Fyrestone Bounty Board, whereas the Hyperion P.O. Box is near the Fast Travel station. The choice is yours.

Pull the lever on the side of the vending machine to access the hidden compartment containing the blueprints.

FACILITATING LADY FIST

ATTRIBUTE	RATING
Damage	299
Accuracy	97.8
Fire Rate	5.6
Reload Speed	2.0
Magazine Size	21
- Firing increases accuracy	

**Actual stats and modifiers may vary.*

HYPERION

HANDY TIDAL WAVE

ATTRIBUTE	RATING
Damage	443x13
Accuracy	46.4
Fire Rate	14.1
Reload Speed	2.3
Magazine Size	2
- +10% Weapon Damage	
- Consumes 2 ammo per shot	
- Fires as fast as you can pull the trigger	

**Actual stats and modifiers may vary.*

JAKOBS

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Won't Get Fooled Again

CAN YOU SOLVE THE MURDER OF JUSTIN MACREADY?

MISSION BRIEFING

Marshal Friedman needs your help: one of the identical Gutter quadruplets murdered a boy in town, and Friedman doesn't know which one. You'll have to question the witnesses and use your deductive skills if you want to discover the true perpetrator.

Availability: Talk to Marshal Friedman in Sanctuary after "Bright Lights, Flying City."
Unlocks: —

MISSION REWARD: MARSHAL FRIEDMAN

LEVEL	MONEY	XP	GEAR
16	($55 per bonus)	1305	Pistol (Blue)

Written by the Victor

HISTORY IS A FUNNY THING...

MISSION BRIEFING

The Hyperion Hall of History gives out cash bonuses to anyone who sits through Handsome Jack's skewed version of Pandoran history.

Availability: Living Legend Plaza in Opportunity after "The Once and Future Slab."
Unlocks: —

MISSION REWARD: LIVING LEGEND PLAZA

LEVEL	MONEY	XP	GEAR
23	$1219	493	—

Sanctuary

A murder has been committed by one of the Gutter quadruplets, and it's up to you to figure out who the culprit was. Marshal Friedman is going to keep the four brothers in a lineup while you set to solving this puzzle. Now, a great thing about this mission is that you're going to get the reward—the Law pistol—whether you correctly identify the killer or not. Marshal Friedman also kicks you a small bonus for each witness you speak with, starting with himself.

If you pay attention to the details of each account, you'll discover that the victim was shot by a single bullet. Take a look at the weapons each of the brothers is carrying and note the one with the sniper rifle—he's the killer! Accuse the second brother from the right, Barlo, to correctly solve the mystery. It may not matter in the grand scheme of things, but correctly identifying the killer earns you the privilege of seeing Marshal Friedman play judge, jury, and executioner right there in the middle of town.

SLICK LAW

ATTRIBUTE	RATING
Damage	217
Accuracy	96.8
Fire Rate	16.7
Reload Speed	2.1
Magazine Size	8
- +100% Melee Damage	
- Fires as fast as you can pull the trigger	

**Actual stats and modifiers may vary.*

JAKOBS

Opportunity

If you're going to expose yourself to propaganda, you might as well get paid to do so. Make your way to the Living Legend Plaza area of Opportunity, and clear the area of Loaders and Engineers so you have some peace and quiet to fully absorb the history lesson you're about to be told. Living Legend Plaza contains five pre-recorded messages and inspirational murals designed to showcase Handsome Jack's many contributions to Pandoran society. The five stations are arranged in a circle in the center of Living Legend Plaza. The two minutes you spend listening to these recordings will no doubt inspire you to greatness, though probably not the kind Jack has in mind.

Learn all about the growth of the Hyperion Corporation, Jack's rise to the top of the Pandoran food chain, and the rebel scum you represent.

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You Are Cordially Invited: Party Prep

TINY TINA IS PLANNING A TEA PARTY, AND SHE NEEDS YOUR HELP.

MISSION BRIEFING

Tiny Tina's got a tea party coming up in Tundra Express, and she needs you to find her date: Sir Reginald Von Bartlesby. She believes he's being held captive by his mother. She'll also need you to get some fixins for the tea party—Buzzard shrapnel, crumpets, and the like.

Availability: Talk to Tiny Tina in Tundra Express after picking up her damsels during "A Train to Catch."

Unlocks: "You Are Cordially Invited: RSVP"

MISSION REWARD: TINY TINA

LEVEL	MONEY	XP	GEAR
13	$39 ($235 with Bonus)	1820	—

Tundra Express

THE EMANCIPATION OF SIR REGINALD

Head south toward Varkid Ranch and proceed along the narrow path at the base of the mountain to the west. Follow the sign up the hill to the top of Skittering Mound, where Sir Reginald resides with his mother, Madame Von Bartlesby. Take a moment to kill any Buzzards you encounter overlooking Buzzard Academy, as you don't want them firing on you while you're without cover atop Skittering Mound.

Ignore the baby bugs, and focus all of your firepower on Madame Von Bartlesby.

Madame Von Bartlesby attacks alongside several of her junior attendants. Essentially a Badass Varkid, Madame Von Bartlesby hovers several feet above the ground and launches powerful shock bombs that instantly drain your shield and render you far more susceptible to her assistant's attacks. If you can find one, equipping a shock immunity shield is a good idea; otherwise, stay on the move. To avoid the attacks, use your Action Skill to pre-empt the bomb attack, and do what you can to knock her out of the air with a rocket launcher or heavy doses of fire.

Retrieve Sir Reginald from the hive where Madame Von Bartlesby had first appeared. Tiny Tina then ECHOs you an update: now you need to get Princess Fluffybutt, acquire three Buzzard parts, and find some crumpets—can't have a tea party without them!

CHALLENGE!

Bug Off

This is a rather straightforward Challenge that requires you to simply avoid being hit by Madame Von Bartlesby's bug bombs. Stay on the move and use your Action Skills to distract her or prevent her from ever firing a bug bomb. This can be difficult to achieve with Salvador, but Gunzerking with a fire SMG or assault rifle alongside a rocket launcher should go far toward knocking her out of the air before she can fire her bug bomb.

PREPARATIONS UNDERWAY

The first step in completing the rest of Tiny Tina's requests is to take out three Buzzards. You can do this without entering into Buzzard Academy, particularly if you're willing to go without the bonus objective of collecting the crumpets. Descend the path off of Skittering Mound, and open fire on any Buzzards you see. Watch where the wreckage lands, as the Buzzard Parts you need are located in that area. Try to lure the Buzzards around to the southeast corner of Skittering Mound so that their wreckage falls in the vicinity of Princess Fluffybutt, who just so happens to be at the cabin near Varkid Ranch.

Buzzards are easiest to damage when they're flying straight toward you—this is also the most dangerous time to be exposed.

Princess Fluffybutt sits at the cabin near Varkid Ranch, anxiously awaiting your escort to the party.

The crumpets, an entirely optional bonus objective, are located in the heart of Buzzard Academy on a middle level of the facility. Buzzard Academy is crawling with Psychos, Marauders, and Nomads, but it's the Buzzards' aerial assault that makes entering this area tough. Consider entering the Buzzard Academy from the west (just be careful on the train tracks), and sprint your way on an angle to the left and quickly climb the stairs to the crumpets. This is a battle that may be worth running from, as the cost to respawn if you die is likely going to be a lot greater than the bonus Tiny Tina is going to pay you for bringing the crumpets.

Return to Tiny Tina's Workshop and seat Sir Reginald and Princess Fluffybutt at the table. There's only one guest missing…

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You Are Cordially Invited: RSVP

THE PARTY'S READY, BUT THE GUEST OF HONOR IS MISSING.

MISSION BRIEFING

Tiny Tina wants to throw a tea party in Tundra Express, but she's missing the guest of honor. She needs you to find him and lure him to her place. To attract Flesh-Stick, you'll need to shoot at him every once in a while. Keep him angry enough to follow you, but don't kill him.

Availability: Talk to Tiny Tina after "You Are Cordially Invited: Party Prep."
Unlocks: "You Are Cordially Invited: Tea Party"

MISSION REWARD: TINY TINA

LEVEL	MONEY	XP	GEAR
13	$98	2730	Rocket Launcher (Green) or Grenade Mod (Green)

You Are Cordially Invited: Tea Time

IT'S PARTY TIME!

MISSION BRIEFING

Tina is throwing a tea party in Tundra Express for a vicious, hateful bandit named Flesh-Stick. Better kill any aggressors so the two can have their privacy.

Availability: Talk to Tiny Tina after "You Are Cordially Invited: RSVP."
Unlocks: —

MISSION REWARD: TINY TINA

LEVEL	MONEY	XP	GEAR
13	—	1820	Pistol (Blue)

Tundra Express

The guest of honor, Flesh-Stick, resides across the bridge in Meltwater Crossing, not far from Tiny Tina's Workshop. He's the leader of the bandit camp that resides there, and they're not going to be too keen on you trying to abscond with their leader. Nevertheless, brute force isn't much of an option, as he has to be alive in order to attend the tea party. If you kill Flesh-Stick, the mission is considered a failure, and you'll have to return to Tiny Tina and accept the mission again.

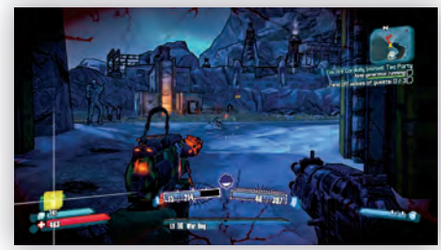
One way to ensure that you don't accidentally kill Flesh-Stick is to equip your weakest gun, preferably a pistol with a below average rate of fire. Cross the bridge to Meltwater Crossing, and use your other equipped weapons to take out any Marauders that pose an immediate threat as you cross the camp to the back left-hand corner. Watch for Flesh-Stick to emerge from the house there. He's a variant of Psycho armed with a hatchet and an elaborate display of body paint. Now that you have his attention, you must lure him into Tiny Tina's Workshop, where she has a trap waiting.

Flesh-Stick can run pretty fast, but provided you don't bump into too many things, you can keep away from him reasonably well by backing away. Fire your weak pistol at the ground near him—but don't shoot him—to keep his attention. So long as you don't get too far ahead of him or go too long without shooting in his proximity, Flesh-Stick follows you right into the trap.

Shoot the ground around Flesh-Stick to hold his attention while you lead him to Tiny Tina.

Tundra Express

The tea is almost served, but Tina is expecting a number of unwanted party crashers. It's up to you to keep them from reaching the generator near the table. Take a minute to use the Ammo Dump vending machine to top off your ammo supplies and to equip the best close to medium-range Fire weapons you have. Make sure one of them is a rocket launcher!



Don't wait for them to get too far inside the cave before you start firing.

Once ready, turn on the generator, then smack Flesh-Stick with a stiff melee attack. This kicks the party into motion! Tiny Tina has rigged an excruciatingly slow and torturous death for Flesh-Stick as payback for selling her family to Hyperion. The elaborate party requires your assistance in defending the generator from three waves of attackers. Flesh-Stick's bandit friends soon funnel their way into Tiny Tina's Workshop in hopes of destroying the generator. It's up to you to keep the generator running.

The enemies range from mere Psychos—fast but weak—to Badass Goliaths and Nomad Torturers. The enemies sprint toward the cave from all directions—meet these interlopers at the mouth of the cave, and open fire on them as they enter. Fire-based weapons are particularly effective against the hordes of flesh-based foes and are capable of igniting shield-bearing Nomads.

Fire-based weapons are invaluable against shielded foes.

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You won't need to worry too much about ammunition supplies, as the dozens of enemies are going to drop a wealth of it. There is a slight lull in the action between waves, but you'd be cutting it close if you were to try to buy ammo in between waves. Conserve your rocket launcher ammo for the Badass Goliaths, as they'll likely leap right over you in attempt to get to the generator that much faster—the generator is their top priority, and they're unlikely to attack other bandits. Use the rocket launcher against them either before they start to rage or after they make the leap for the generator. Though the enemies will be charging your position, the vast majority run right past you toward the generator.

Put the rocket launcher to use against the Goliaths—the final wave sometimes ends with two Badass Goliaths attacking simultaneously!

TACTICAL TEAPOT

ATTRIBUTE	RATING
Damage	67
Accuracy	95.0
Fire Rate	9.6
Reload Speed	1.9
Magazine Size	12
Corrosive Dmg/Sec	78.4
Chance to Corrode	9.2
- Increases weapon stability	
- Highly effective vs armor	

**Actual stats and modifiers may vary.*

DAHL

You. Will. Die. (Seriously)

RAID BOSS, BABY!

MISSION BRIEFING

Patricia Tannis has asked you to kill a really, really, really (really) dangerous thresher named Terramorphous the Invincible. Rumors say that it drops some of the best loot found on Pandora. The rumors also say that you'll almost certainly need a group of four people to vanquish it.

Availability: Speak to Tannis in Sanctuary after "The Talon of God."
Unlocks: —

MISSION REWARD: TANNIS

LEVEL	MONEY	XP	GEAR
50	—	19554	—

FOUR PLAYERS NEED APPLY

Before you venture to Terramorphous Peak, know that the beast they call Terramorphous is not intended to be fought alone, and it's highly unlikely that a team of two will succeed, either. Make no mistake about it: Terramorphous has been designed to be fought by four level-50 players. Attempting this battle with anything less will be, at best, extremely challenging.

Terramorphous Peak

Gather your friends, make sure someone has 4 Eridium, and head to Thousand Cuts. Descend the stairs on the side of the cliff in Slab Town to enter a special cave with a purple glow. One participant in this mission must place 4 Eridium on the altar in order to gain access to Terramorphous Peak. Once in the new area, blow the horn on the edge of the cliff to initiate the battle.

One player must have 4 Eridium handy to gain access to this battle.

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Success against Terramorphous can only be achieved through cooperation, coordinated skill selections, and maintaining adequate distance from one another. You and your teammates must spread out to avoid being group-killed. It's all but essential for the party to have at least one Maya with Res for remote revivification, but everyone must be ready to revive their teammates at a moment's notice. It's also important to load up on Health regen skills, and class mods and Relics that grant health regen to the entire team. As with most ordinary threshers, Terramorphous has eye-like pustules on its head and tentacles that are extremely vulnerable to attack. Aim for these to inflict critical damage!

Terramorphous itself attacks with its body—lashing out at player characters from afar and pounding with its main-body tentacles up close. If Terramorphous burrows underground and erupts upward underneath a player, they'll be thrown upward high into the sky without taking damage, though this can lead to indirect death if the player is flung off the mesa where the fight takes place! Its tentacle lashes are also forceful enough to slap players clean off the battlefield, so while it's prudent to keep your distance from Terramorphous, you don't really want to be skirting the edges of the stage that aren't backed by a wall when you can help it. Note that while getting punted by Terramorphous is certainly a humiliating inconvenience, damage or no damage, that's the only way to reach the Cult of the Vault Hunter symbol located just next to the trap door that drops you to Terramorphous' mesa to begin with!

Every little bit of damage helps, but it's best to aim for his eyes.

Apart from its main body tentacles, Terramorphous also continually unleashes lesser tentacles from under the surface. Generally only two or three are summoned, but occasionally, Terramorphous goes into a tentacle mania and attacks with a half-dozen or more tentacles at once! Of course, this is all while Terramorphous itself continues to attack.

Terramorphous' tentacles come in five varieties: Spike Tentacles shoot needle-like projectiles at players, just like many threshers and stalkers do. Rock Tentacles hurl enormous heavy boulders—these cannot be shot out of the air, so get out of the way! Beam Tentacles emit lasers directly at players. Masher Tentacles are as elegant as they sound, and they seek to smash squishy people nearby. Finally, Fire Tentacles operate like supercharged HOT Loaders, spewing fireballs. Dealing with tentacles can work both for you and against you—on the one hand, killing tentacles lessens the sources of damage against you and your co-op friends, but on the other, killing tentacles doesn't actually damage Terramorphous itself and robs your friendly party of potential sources of Second Wind. Coordinate with your teammates to determine who will take out the tentacles as a primary responsibility and when.

Target the Beam Tentacles at once to avoid being burned.

Occasionally, when enraged, Terramorphous emerges with its entire body bathed in fire, surrounded by flaming Fire Tentacles. During the fire rage of Terramorphous, the creature takes drastically reduced damage from all sources, and it goes nuts attempting to nail the players head-on with tentacle slaps and ground pounds. While Terramorphous is soaked in fire, it takes way less damage and dishes out way more. Fire-resistant or Fire-immune shields are recommended, if not outright necessary. When Terramorphous is shrouded in flame, the priority of you and your team should be simply to outlast the great thresher, not to continue fighting it head-on. Wait for his rage to subside and the flames to drop before continuing damage in earnest.

Upon death, in the extremely unlikely event that some foolhardy Vault Hunters manage to actually take down Terramorphous, the king of threshers drops a whole slew of items, which potentially includes several orange rarity-grade items that only Terramorphous can drop. Killing Terramorphous also allows you to exit Terramorphous Peak through a chamber with multiple treasure chests, giving you extra shots at epic loot.

Masher Tentacles smash any players caught standing too close. Though deadly, they're a good target when in need of a Second Wind.

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MARCUS MUNITIONS MONTHLY

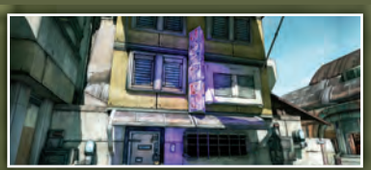
A WORD FROM OUR FOUNDER:

Guns, guns, guns! The call of the Pandoran wild will lead you into very dangerous places, and you won't survive a second unless you're packing. (Or maybe unless you're a Siren.) And the promise of even more ridiculous firepower to wield against increasingly nasty nasties is what will keep you coming back long after you've seen to Handsome Jack. Just about the first thing you do is grab a gun—picking one up is your first mission. You'll go through dozens of weapons in your travels, looting them off fallen foes, finding them stored in containers and chests, and earning them by completing missions. Vending machines sell them, the games of chance at MoXXXi's reward them as prizes, and they've even been squirreled away by the skags in their piles (er, perhaps that's skagged away by the skags). If your foe isn't an animal, then they're almost certainly strapped, and so you might get their gun when you destroy them. If they're a Badass enemy or a boss, your shot at a rare or unique firearm is much greater.

> ***LOOT! GUNS! MILLIONS OF GUNS! How do you not like that? Give the game 10 minutes and I bet you'll be hooked.***
>
> ***– BRETT SIMMONS, QA TESTER***

Guns aren't the only spoils out there, though. There are also shields, grenades, class mods, and relics to collect and equip. All these types of equipment are covered thoroughly in this chapter.

Ammunition, Pandora's Most Valuable Renewable Resource



Nothing's more important than reserves: reserve health, reserve shield, reserve space, reserve ammo. Health and shield are determined by your level, gear, and skills, but your reserves of space and ammo depend strictly on how much Eridium you've funneled into the questionable shop running out of the glowing purple door under the HOSTEL sign. You'll know the one when you get there. Eridium you collect in your adventures is mainly intended to be spent here, permanently increasing one of the reserve totals for the current character. Each continued increase in one category requires more Eridium than the preceding upgrade.

Initially, it's hard to argue against Backpack and Safe space. You'll really come to appreciate the extra item-toting capacity during long missions or loot runs, and extra Safe space will help you stow more weapons that are rare or have some sentimental value. Selling guns you don't want, or that you no longer need, is your primary source of income. You won't go for want of items to appraise, either. So jack up your space reserves and don't look back.

After that, it's just down to boosting the ammo capacities of the weapons you favor… or at least the weapons you find yourself running dry on frequently.

SDU Progression

COST	TOTAL ERIDIUM INVESTED	BACKPACK	SAFE	GRENADE	ASSAULT RIFLE	LAUNCHER	PISTOL	SHOTGUN	SMG	SNIPER
0	Base	12	6	3	280	12	200	80	360	48
4 Eridium	4	15	8	4	420	15	300	100	540	60
8 Eridium	12	18	10	5	560	18	400	120	720	72
12 Eridium	24	21	12	6	700	21	500	140	900	84
16 Eridium	40	24	14	7	840	24	600	160	1080	96
20 Eridium	60	27	16	8	980	27	700	180	1260	108

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THE INVISIBLE, GUN-TOTING HAND OF THE MARKET

S&S Munitions has gone, and Atlas was chased away. Eight different gun manufacturers currently vie for the disposable income of mercenaries, raiders, and even upstanding Vault Hunters like yourself. Each makes four or five of the six gun types, and has several distinct trim lines for each type, with all sorts of different components affecting characteristics and appearance. Apart from the thousands upon thousands of combinations within just the components of the manufacturers and their various areas of focus, there are also dozens of wholly unique pieces—rare weapons often obtained only in particular places—which offer something no other gun has. You'll know if you're looking at a unique piece by the red descriptive text on the gun's stat card.

Each manufacturer has at least one characteristic featured on all its guns, and on few or no guns from other brands—their main advertising feature, the focus of all their R&D. This can be summed up in a phrase or sentence, but full explanation goes further, as different types of guns within the manufacturer's stable may feature unique interpretations of their core ethic. A much more comprehensive breakdown of each company's inventory is provided later in this section.

The Thrifty Vault Hunter's Who's-Who Quick Reference of Pandoran Manufacturers

MANUFACTURER	MISSION STATEMENT	ASSAULT RIFLES	CLASS MODS	GRENADES	PISTOLS	RELICS	ROCKET LAUNCHERS	SHIELDS	SHOTGUNS	SNIPER RIFLES	SUBMACHINE GUNS
Anshin	Adaptive technology	—	✓	—	—	—	—	Adaptive	—	—	—
Bandit	Jerry-rigged, bottomless magazines	✓	✓	Standard, MIRV, Bouncing Betty	✓	—	✓	Roid	✓	—	✓
Dahl	Burst fire when aiming down sights	✓	✓	Bouncing Betty	✓	—	—	Booster	—	✓	✓
Eridian	Ancient finds	—	—	—	—	✓	—	—	—	—	—
Hyperion	Accuracy, stabilization over time	—	✓	Singularity	✓	—	—	Amplify	✓	✓	✓
Jakobs	Semi-auto old west, fast and hard hitting bullets	✓	✓	—	✓	—	—	—	✓	✓	—
Maliwan	Elemental effects	—	✓	Transfusion	✓	—	✓	Elemental Spike/Nova	—	✓	✓
Pangolin	High capacity shields, maximum health penalties	—	✓	—	—	—	—	Turtle	—	—	—
Tediore	Disposable, destructible, exploding reloads	—	—	Standard	✓	—	✓	Standard	✓	—	✓
Torgue	Explosive gyrojet projectiles	✓	✓	MIRV	✓	—	✓	Explosive Spike/Nova	✓	—	—
Vladof	High fire rate, solid magazines, full auto	✓	✓	Area of Effect	✓	—	✓	Absorption	—	✓	—

GUNDER CONSTRUCTION

Several factors influence the guns you'll find. The first is the base level of the area you're in, which is set for that playthrough the first time you enter a region. If you first set foot in a region at level 16, from then on anytime you return there you'll find enemies, missions, and loot roughly balanced with that in mind, along the level 14-18 range, centered around level 16. That becomes less useful if you're gathering a lot of XP in more recently discovered areas and are now, say, level 25. Now, looking for loot in the older area becomes less appealing because it's very unlikely to compete with even common drops at your new level, just because of the delta in experience. Much of the game's content is balanced this way, comparing aspects relative to one another rather than in absolute terms. Apart from the level around which the gear is based, the gear's rarity grade and the parts it's built from modulate the finished product.

Bringing the Pain

The most important factor determining your damage against enemies is your current level relative to theirs. Think of foes at the same level as you as being an even match—you'll do full damage to them, they'll do full damage to you, it'll be a fun fight. If you're one level ahead of the enemy, you'll do extra damage to them while taking slightly less, the fight will be a little easier but still challenging, and the XP reward will be diminished to show the lessened challenge. If you're two levels ahead of the enemy, even moreso. Three levels ahead or more, and you'll be drastically stronger than the target, and they won't be a threat unless they're in large groups and overwhelm you. The same things are true in the other direction: if the enemy's one level ahead, the fight will be a little harder, but the XP will also be sweeter, and potentially the loot, too. Two levels or more ahead though, and the enemy might be prohibitively tough, especially in groups… Fights against groups of bogeys all 2+ levels ahead require great builds using strong weapons and skill trees honed to a specific, efficient purpose. If skulls show up next to their names instead of a level, you'd either better get the hell out of there or play flawlessly, because they are way too strong for you to mess around with.

The weapon damage rating of the gun in hand plays the next largest part. Elemental values or quirks of the manufacturer or a particular make will influence this beyond the number; using a fire-based weapon against fleshy targets means that damage is boosted (with a damage over time effect, too), while using that same fire weapon on a shielded or armored target will prove less effective than advertised. Weapons that fire more than one round per trigger pull deal more damage than listed if every round hits; Dahl weapons fired when zoomed will be applying their damage number many times, depending on the shots on target and the number of shots in a particular Dahl gun's burst. (Some fire over a dozen!) The same thing is true of shotguns, of course—the damage number is simply per pellet, and the number of pellets will be displayed.

You may choose skills or equip class mods and relics that further alter your damage characteristics. Maximize your preferences: if you like a certain type of gun or a particular element, select skills and pieces of gear that potentiate each other, creating an echo chamber of bonuses to boost your favored tactic to lofty heights.

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Post-Scarcity Pandora: On Rarity

At a glance, the first indicator of loot quality is the rarity grade, which can be ascertained just by looking at the glow emanating from the weapon. The rarity color will also infuse the stat card with a new look. Note that there's still a spectrum of quality possible within the same rarity grade, so a superlative example of a green (uncommon rarity) gun might perform better than a low-spectrum example of an equivalent blue (rare rarity) piece.

WHITE

Run of the mill, commonly available, cheap, lacking in quality and polish. These are all ways to describe weapons and equipment of a white rarity grade. They do not come equipped with sights or accessories, and no weapon except Maliwan will feature elemental effects. You'll find white rarity items all over the place, even in skag piles.

Common

GREEN

Now things get a little more interesting. Green items are uncommon, made with finer parts. Better actual gun components can be found on green rarity weapons versus their white rarity counterparts, so you'll see better barrels and magazines on many of the guns. Green rarity weapons CAN come equipped with a sight to improve optics, various accessories to enhance aspects of performance (and influence the title of the gun), and even added elemental effects to grant a more pointed purpose to the weapon. However, that doesn't mean green weapons WILL have those pieces added; it just starts to become possible at this rarity level.

Uncommon

BLUE

Now we're getting somewhere. You'll always, always want to go out of your way to inspect items of a blue rarity or better. At the very least, even if you don't want to use them, they're likely to be worth selling or trading to a friend. With the blue rarity grade, component quality takes another leap, and blue rarity weapons may be equipped with a sight, an accessory, and even an elemental power much like green rarity weapons. Again, they might not have any of those things—but they CAN, and the added parts are more likely than with green rarity weapons.

Some blue rarity items are mission rewards, or unique drops off of certain enemies. Starting with blue rarity items, look out for red descriptive text on the item card. These weapons are unique in all of Pandora and will not show up among the normal multitudes of procedurally generated munitions. Don't write these items off without a decent trial run; they're sporting all sorts of abilities not documented expressly in the menu, running the gamut from awesome to absurd. The drop rate for enemies who carry unique blue (or purple) rarity items is 1-in-3.

Rare

> *I never fathomed the weapons could look as good as they did with that much variety.*
>
> **– JETT SARRETT, ARTIST**

PURPLE

Now we're cooking with gas. Right? Purple drops are quite rare indeed. One might even say they're *very* rare. The highest quality pieces in a manufacturer's wheelhouse go into crafting these fine killing machines. Weapons of a purple rarity WILL be outfitted with a scope and also with an accessory that greatly boosts an aspect of performance, while probably altering the name of the gun. There's also a good chance the purple weapon will come equipped with an added elemental effect, though it's not guaranteed.

That is, unless you've stumbled upon an experimental version of a very rare weapon, enabled by its manufacturer to run Eridian tech… these purple variants are similar to very rare weapons from the same manufacturer, except that they ALWAYS produce an elemental effect. Furthermore, the weapons themselves come equipped with enormous magazines thanks to energy-based projectiles instead of lead-based, and finally, you might have noticed the strange alien barrel? Those things are sort of a giveaway.

So if it's purple, it's worth checking out. This is doubly true if it's a unique purple rarity weapon sporting red descriptive text, or if it's an alien-derived version of that weapon.

Very rare

> *Alien weapons are like an assorted box of greeting cards… you never know what you're gonna get!*
>
> **– JASMINE DE VORE, QA WRANGLER**

ORANGE

Now we're just simply on fire! Orange grade weapons and equipment are spoken of in mythic terms, with so few Vault Hunters having actually survived long enough on Pandora to even glimpse an orange drop on the battlefield before them.

Not only are the highest quality components used in the construction of orange grade items, but one-of-a-kind parts are used, granting unique behavior to legendary weapons. These unique properties can be obvious, like a sniper rifle that fires a distant and tight shotgun pellet spread, or subtle, like the guns that spew shots in an interesting spread, which might leave a particular pattern blasted as pockmarks into a wall.

Legendary

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MAGENTA

E-Tech and You, The Consumer

Purple grade weapons are already very rare, and rarer still are the purple grade weapons outfitted with E-Tech enabled barrels. These guns project energy bolts rather than regular-old caveman-like kinetic ammunition. Depending on the gun type and the manufacturer, E-Tech barrels perform differently even if they result in guns from different brands ending up with the same name. If you're lucky enough to happen upon these weapons, don't part with them without some serious testing. It is not yet known how the Bandit-made brand acquired the technology to spell "Plasma Caster" correctly on their alien SMG.

GUN TYPE	BANDIT	DAHL	HYPERION	MALIWAN	TEDIORE	VLADOF
Assault Rifle	BIASSter	Blaster	—	—	—	Blaster
Pistol	Spiker / Dart	Spiker / Dart	Spiker / Dart	Spiker / Dart	Spiker / Dart	Spiker / Dart
Rocket Launcher	PRAZMA CANON	—	—	PBFG	Launcher	Topneaa
Shotgun	Blashter	—	Splatgun	—	Splatgun	—
SMG	Plasma Caster	Plasma Caster	Plasma Caster	Plasma Caster	Plasma Caster	—
Sniper Rifle	—	Railer	Hybridfication	Railer	—	Moloko

SCORING LEGENDARY LOOT

Orange quality items have an improbably low chance of dropping off of peon enemies, or of being found in random loot chests. There's also a very small chance that a legendary item will be for sale each time the vending machines reset their inventories each 20 minutes. That said, you could run several playthroughs of Borderlands 2 and reasonably never get a "random" orange rarity drop this way. You're much more likely to get legendary items off of certain foes who have a much-increased chance—1-in-20 instead of 1-in-thousands—to drop a particular legendary item. Since enemies (and even bosses) reset each time you leave an area and re-enter, you can target adversaries to hunt down legendary items you really want. And you'll really want a lot of them because they're pretty rad, in all honesty.

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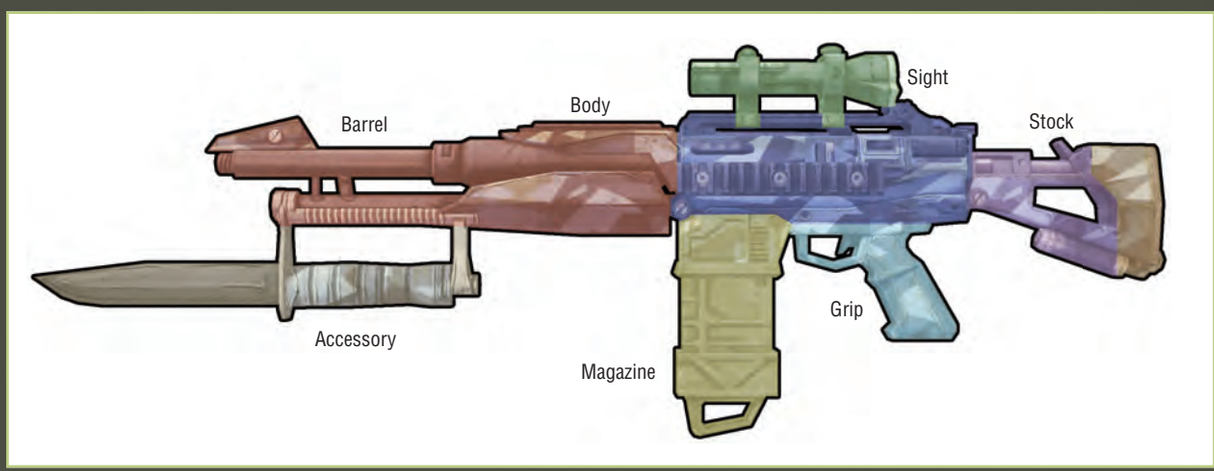
The Gunsmith's Toolkit: On Components

A gun's performance is determined by its pieces, and each gun has the same general breakdown of part types. You don't have any control over the build of a particular gun—not over the brand and quality of the barrel, nor the type and severity of the added elemental effect, nor any aftermarket accessories and their supplemental effects. But knowing how the guns come together can help you appraise guns at a glance and also get more information and pleasure out of viewing the guns as they perform and on the Inspect portion of the Inventory menu.

Note that, when looking at weapons, what you see is what you get—no matter where the gun is. Whether on the ground waiting to be picked up, in your hands, in an enemy's hands, on the Inspect screen—if you see a shotgun with a quad barrel and a drum magazine, then it's simply a shotgun with four barrels and a big-ass magazine, the better to rapidly fire four shells with. If you see a scope on the shotgun, then it's going to have a scope; a bayonet, then a melee damage bonus. What you see is what you get.

Each gun manufacturer makes several gun types, and each gun type possesses several levels of quality and different pools of components. Some manufacturers share certain components, and any given gun might come equipped with, say, the grip of a different company. The shared components, such as some multi-barrels for assault rifles, operate differently for different manufacturers. A Dahl assault rifle isn't going to perform like a Bandit assault rifle, for example, even if they share components in some places.

> *The ability to inspect items came very late in development, and I was worried it would be too costly, but after prototyping it, it was clearly too cool to cut.*
>
> **–J. KYLE PITTMAN, PROGRAMMER**



Body: The base of the gun, this piece determines the main manufacturer of the gun and consequently its most fundamental characteristics. It sets the stage for the overall level of quality and finish the gun will have.

Grip: As you might imagine, this is where the operator handles the firearm.

Barrel: This is the part that the projectile travels through. Determines much of overall performance—long-barreled for accuracy? Multi-barreled for extra projectiles? An ultra-rare, experimental alien barrel, derived from ancient Eridian tech?

Sight: White rarity weapons won't have sights besides the iron sights innate to the gun's body and barrel. Rarer weapons can have special optics attached to provide targeting assistance while zooming. Exceedingly rare weapons will always have sights, unless they don't have them by design.

Stock: Not present on every weapon, a stock helps with stability and recoil.

Elemental Capacitor: Maliwan is the manufacturer with elemental tech on lockdown, and when you see elemental power in non-Maliwan guns, it's because of Maliwan components inside them. These parts provide the drive to imbue the weapon's bullets with Fire, Shock, Corrosion, or Slag. This is the same slot into which Torque's gyrojet rocket technology can be fitted, as well, producing an explosive, rather than elemental, firearm. A weapon that lacks this component altogether simply fires normal bullets.

Accessories: The possibility of optional supplements or aftermarket accessories showing up on uncommon weapons adds a lot to the variability of Pandora's unspeakably vast arsenal. Accessories include foregrips for stability, bayonets to enhance melee damage, and other attachments that can alter various things. Orange and purple rarity weapons are guaranteed to have an accessory attached, and other non-white rarity weapons *might*.

Material Quality: The material grade is the overall finish and quality of the aggregate. A gun identical to another in every way except in being made of better material results in, surprise, a better-performing, better-looking gun with better stats. This value is naturally higher with weapons of increasing rarity.

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ELEMENTAL EFFECTS

Guns from each manufacturer except Jakobs (those Luddites!) can also come equipped to deal elemental damage. Maliwan does one better, making every single one of its guns output elemental rounds. Fire rounds scorch and burn, making them ideal against unarmored, fleshy targets. Corrosive rounds eat away at hard, fire-resistant surfaces, making them effective against robots and armor. And Electric rounds quickly overpower personal shield modules, disengaging shield protection and allowing free access to the sensitive, squishy areas of the would-be shield user.

On weapons of white, commonplace rarity, you'll never see an elemental property unless the weapon is from Maliwan. On items of green or better rarity, you'll start seeing elemental effects once you're above a minimum level. If you happen to get incredibly lucky and receive a unique elemental drop before the minimum level for that effect to show up on drops, you'll still get it.

Minimum character level for elements on non-Maliwan, non-Jakobs weapons to show up*

ELEMENT	LEVEL
Fire	7
Shock	11
Corrosive	13
Slag	15

**Maliwan is always elemental, Jakobs never is*

Elemental Damage Multipliers—First Playthrough

DAMAGE TYPE	IMPACT FLESH	IMPACT ARMOR	IMPACT SHIELD	SLAG BONUS
None (regular ammo)	1	1	1	2
Explosive	1	1	0.8	2
Fire	1.5	0.75	0.75	2
Shock	1	1	2	2
Corrosive	0.9	1.5	0.75	2
Slag	1	1	1	1

Elemental Damage Multipliers—True Vault Hunter Mode (Second Playthrough)

DAMAGE TYPE	IMPACT FLESH	IMPACT ARMOR	IMPACT SHIELD	SLAG BONUS
None (regular ammo)	1	1	1	2
Explosive	1	1	0.8	2
Fire	1.75	0.4	0.4	2
Shock	1	1	2.5	2
Corrosive	0.6	1.75	0.4	2
Slag	1	1	1	1

Elemental weapons come equipped with a chance to inflict the target with a horrific temporary effect. Just like with impact damage, if a creature is vulnerable to a particular type of damage (like flesh creatures to fire), then they'll be more vulnerable to the possible damage-over-time effect. It will also be more likely to go off in the first place, and they'll resist less of the potential damage once their life is ticking away. Precious few enemies (thankfully) are entirely immune to damage-over-time effects, but watch especially for Constructor Bots, which you will learn to fear for that reason, among many others.

> *I always try to carry a Fire weapon, a Corrosive weapon, a standard weapon (no elemental damage), and a kick-butt shotgun. Fire for fleshy enemies, Corrosive for armor, standard for everyone, and a shotgun to deal mass amounts of damage when I think I'm going to die.*
>
> *– LILITH LINDWALL, QA TESTER*

You Gotta Accessorize

An accessory (if it does come equipped on a weapon) will enhance something about performance, usually while altering the name of the weapon. The name change will be a prefix title that gives a clue as to the nature of the accessory. You can change several aspects of gun performance with accessories:

Stability: Stability affects the sway of the weapon. Foregrip attachments help keep sway under control.

Melee Damage: A bayonet greatly increases melee damage when the weapon is equipped and in hand.

Bullet Damage: The damage of the bullets themselves may be increased directly, which is tough to argue with as a bonus.

Wild Bullets: A Bandit accessory if ever there was one, bullets may be designed to have wide, unpredictable spread. If you wonder how a wild, inaccurate gun could ever be useful, that just means you haven't yet fought rakk swarms or Rabid Stalkers.

Bullet Speed: Hotter ammunition leads to a faster projectile, making the weapon easier to aim across longer ranges.

Magazine Size: It's hard to say no to more rounds than usual in a magazine, and you just might get it.

Accuracy: The likelihood that the barrel will put the projectile right where you're pointing can be improved with attachments like laser sights that improve accuracy.

SLAG OR BE SLAGGED

Note that all of these elemental effects can happen to YOU, too. Your screen will be partially obscured by the effect seeping into view. For elemental effects, you'll take shield damage over time until the shield is depleted, at which point your health gets chipped away until the effect expires. If the effect happens to be Shock-related, then your shield won't hold up for very long, if at all. You'll learn to hate surveyors for this reason. For Slag, you'll take double damage from everything as long as Slag is active. None of these things is appealing, so dodge elemental attacks, use Anshin adaptive shields or items with immunity to particular damage types, or use skills possessed by certain characters that diminish the duration of these debilitating effects.

A BALANCED ATTACK

Eventually, you're probably going to want to carry at least one reliable weapon per element. This helps you cover any elemental strength or weakness. Insect-like creatures, fleshy foes, and people are common enough adversaries to always be glad you're spitting hot fire. While they're not commonplace for the first third of the game, robotic loaders and other armored targets eventually become so ubiquitous that you'll barely want to equip anything but Corrosive in places. The only nut tougher to crack than a Badass enemy is a Badass enemy with a shield, so having Shock damage on hand is always appealing. And Slag makes a lovely pair with anything else, drastically increasing the damage of non-Slag damage sources. Slag is also practically a requirement during True Vault Hunter Mode, where enemies have much larger health pools, and the weaknesses and resistances to various damage types are amplified.

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Fire

Fire rounds may light the target on fire, causing them to burn and continue taking damage. Naturally, most living things have a deep distaste of being on fire, so this may also change their behavior. At the very least, you'll hear more screaming. Armored targets are Fire resistant. They'll take less impact damage from Fire rounds, they're less likely to catch on fire, and they'll take less damage from the fire when they do. Fire, like Corrosive, is also pretty bad at whittling down sophisticated shield technology.

Shock

Shock weapons chew through shields extremely fast, meaningfully quicker than other weapons. They may also electrocute the target for a few moments, dealing damage over time and potentially interrupting their actions, what with the electrocution they're undergoing and all. Besides the obvious usefulness of knocking out enemy shields so you can damage them more efficiently when they're unprotected, some enemies who are capable of cloaking depend on an active shield to draw energy from. No shield? No cloak.

Corrosive

Corrosive weapons sizzle through even the best synthetic material, making short work of loaders and armor plating. Caustic rounds have a chance to leave their goop on the target, corroding further over several seconds. The doubling up of Corrosive impacts with ongoing Corrosion can help you melt through loaders as though they don't represent billions of dollars of research in robotics and artificial intelligence. Corrosive rounds deal diminished damage to shielded targets.

Slag

Since that last Vault opened, this purple goop is just everywhere, isn't it? Eridium approaches abundance now on Pandora, and although this resource can potentially power a lot of wonderful things, it can also ruin entire regions and unnaturally afflict people and wildlife. Some monsters have lived long enough exposed to Eridium to have transformed into Slagged mutations of themselves, almost new creatures entirely. Normal Pandoran creatures exposed to Slag are only slightly better off—briefly Slagged creatures take *double damage* from all non-Slag damage sources!

Explosive

Explosive rounds also come equipped on some guns, and they are obviously the norm on rocket launchers. (Every Torgue weapon uses Explosive rounds, although their gyrojet rocket projectiles work a little differently.) Explosive damage differs from regular, non-elemental kinetic ammunition in its blast radius, as well as on the sheer force transferred. Explosive rounds explode on impact, unsurprisingly, damaging anything they hit and also anything in the impact blast radius. The actual damage dealt with an on-target Explosive hit is slightly higher than what you'd expect based strictly on the damage value on an Explosive weapon's stat card. The raw explosive oomph is something the card doesn't completely account for.

> ***Pick up and use each weapon you find for a little while, ignoring the stats. You will soon find out which types you like the 'feeling' of.***
>
> ***– MIKE MCVAY, QA LEAD***

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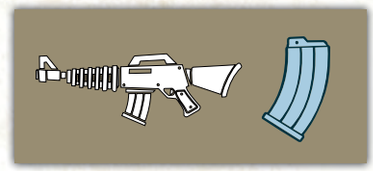
GUN TYPES

Because of the differences between the same kind of gun between different manufacturers—a Jakobs shotgun and a Bandit-made shotgun don't have similar performance apart from the fact that they're both shotguns, for example—you should always give a gun a chance if it's from a manufacturer you haven't tried, or if it's a combination of gun type and manufacturer you haven't seen yet. Any rare weapon you grab is worth trying out, as well—the rarer a weapon, the more likely it's accessorized and built using better materials, which can enhance aspects of performance in ways that aren't immediately apparent on the stat card. Rarer components also increase the likelihood of the gun having unusual performance, like ricocheting or Explosive bullets. This might not be expressed on the stat card, so if you look for weapons based solely on qualities like their value and their damage rating and ignore the qualities of how they actually handle, you'll miss out on some very cool stuff. Use the model viewer-like Inspect function on the Inventory screen or in vending machine menus to get a closer look at the gun's actual accessories, optics, magazine, and barrel while evaluating it, and try before you trash!

So the manufacturer, level range, rarity, and parts of a gun make it what it is in terms of aesthetics and performance. But what types of guns are there, you ask? You don't have to ask; the list is right here. Also, this book cannot hear you. Don't actually ask it. Anyway, weapon types:

Assault Rifle



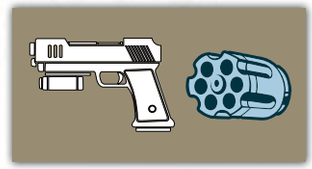
The workhorse of commandos from dozens of star systems, the assault rifle is a reliable gun type offering solid damage and all-around utility. Assault rifles tend to be best at mid to long range, where their combination of optics, accuracy, and fire rate makes the most sense. Assault rifles are built for solid damage over sustained time and distance, and they don't get the outsize critical bonuses of weapons like sniper rifles and revolvers. (Criticals are, of course, still much better than non-criticals. Just not quite as beefy as with some other weapons, that's all.)

Unique and Legendary Assault Rifles

MANUFACTURER	RARITY	NAME	LOCATION
DAHL	Blue	Scorpio	CLASSIFIED!
JAKOBS	Blue	Stomper	Mission: "Hungry Like the Skag"
TORGUE	Blue	Evil Smasher	CLASSIFIED!
VLADOF	Blue	Hail	Mission: "Circle of Slaughter: Bandit"
BANDIT	Orange	Madhous!	Mad Dog, Lynchwood

MANUFACTURER	RARITY	NAME	LOCATION
DAHL	Orange	Veruc	CLASSIFIED!
JAKOBS	Orange	Hammer Buster	CLASSIFIED!
TORGUE	Orange	KerBlaster	Warmong, Southern Shelf
VLADOF	Orange	Shredifier	Bone Head 2.0, Arid Nexus

Pistol



Pistols are one-handed weapons, typically using smaller-caliber ammunition than larger guns. But there's still plenty of variety among pistols. Sure, there are humdrum examples like the Dahl Crappy Repeater you start your adventure out with, but don't worry, it gets better. Just as there are basic semi-auto pistols, there are also fully automatic repeaters, element-slinging variants, and semi-auto revolvers that hit like dumptrucks. Since pistols fire, generally speaking, more slowly than SMGs, they tend to have harder-hitting individual projectiles, although the low-powered ammunition doesn't enhance criticals… except on Jakobs revolvers. Pistols are the entry-level gun for Pandorans, few and far between, who aren't yet veterans of gun ownership. The gateway gun. So, since they have the largest buying demographic, every manufacturer has a line of pistols—not true of any other firearm.

Unique and Legendary Pistols

MANUFACTURER	RARITY	NAME	LOCATION
BANDIT	Blue	Flynt's Tinderbox	Captain Flynt, Southern Shelf
DAHL	Blue	Teapot	Mission: "You are Cordially Invited: Tea Party"
HYPERION	Blue	Fibber	CLASSIFIED!
HYPERION	Blue	Lady Fist	Mission: "Uncle Teddy"
JAKOBS	Blue	Judge	Oney
JAKOBS	Blue	Law	Mission: "Won't Get Fooled Again"
MALIWAN	Blue	Rubi	Mission: "Rakkaholics Anonymous"
VLADOF	Blue	Veritas	Mission: "Clan Wars: Wakey Wakey"

MANUFACTURER	RARITY	NAME	LOCATION
DAHL	Purple	Dahlminator	Mission: "The Lost Treasure"
BANDIT	Orange	Gub	Laney, The Fridge
DAHL	Orange	Hornet	CLASSIFIED!
JAKOBS	Orange	Maggie	Mick Zaford (side with Hodunks)
MALIWAN	Orange	Thunderball Fists	Captain Flynt, Southern Shelf
TEDIORE	Orange	Gunerang	Rakk Man, The Fridge
TORGUE	Orange	Unkempt Harold	CLASSIFIED!
VLADOF	Orange	Infinity	CLASSIFIED!

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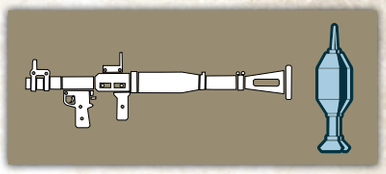
Rocket Launcher



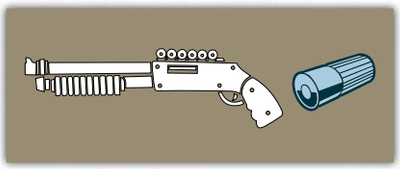
Rocket launchers predictably fire rockets, which explode with spectacular results. You won't find weapons that fire slower or take longer to reload, but you won't get as much bang for your buck elsewhere, either. It's not at all unusual to find a rocket that inflicts 10 times per hit what your closest damage sniper rifle can do. Naturally, some tradeoffs come with this power. The most obvious is that you can't ever carry a huge number of rockets in reserve—no greater than 27 total, even with a maximized rocket SDU. Launchers have clumsier handling characteristics compared to other weapons. And the rockets themselves travel much more slowly than bullets do, which alters how you must aim. Still, rockets can be an invaluable tool, whether you save them for a rainy day against a boss or Badass or use them for extra punch against soft peons to easily score a Second Wind when you're knocked down.

Unique and Legendary Rocket Launchers

MANUFACTURER	RARITY	NAME	LOCATION
BANDIT	Blue	Roaster	Mission: "Note to Self-Person"
TORGUE	Blue	Creamer	Mission: "Circle of Slaughter: Creature"
BANDIT	Orange	Badaboom	CLASSIFIED!
MALIWAN	Orange	Pyrophobia	CLASSIFIED!

MANUFACTURER	RARITY	NAME	LOCATION
MALIWAN	Orange	Norfleet	CLASSIFIED!
TEDIORE	Orange	Bunny	Chubby enemies
TORGUE	Orange	Nukem	Black Queen
VLADOF	Orange	Mongol	Dukino's Mom (mission: "Demon Hunter")

Shotgun



The ideal weapon for close encounters, shotguns discharge shells filled with pellets, each of which is essentially a bullet. Rounds don't lose power with travel over distances, so firing a shotgun at something far away may still net you some damage if some of the pellets hit, though most of them generally miss. At close to mid range when you can coax all the pellets into striking the same target, a good shotgun can surpass just about anything for raw ferocity. As a bit of a tradeoff, Critical Hits from a shotgun are weak relative to other weapons because individual pellets scoring criticals isn't as forceful as full-on rounds doing the same thing.

Shotguns can be terrific weapons in a pinch, especially against groups of fast, pesky enemies or against foes higher in level who are resisting damage, because of front loading. Front loading just means that you're delivering all of the damage immediately when you pull the trigger. Put another way, you have to aim correctly only once, and you get the benefit of a dozen or so shots simultaneously. On the other hand, with non-shotgun weapons, you'd have to land those same dozen shots spread out either across a dozen trigger pulls, or over an automatic burst where it's incumbent upon you to successively hit with each and every shot. Well, maybe you don't have time to stand there putting every shot on target—maybe you don't even have time to do that expertly while circle strafing. Perhaps the enemy's too fast, too accurate. In these cases, you can pop out from behind cover just long enough to fire off a dead-center hip-fired shotgun blast, then duck back or simply sprint away, turning just long enough to fire one blast before continuing to flee. Lather, rinse, repeat, and you create lemonade out of awfully lemony situations. When you finally upgrade a Goliath into a God-Liath, you won't wanna back off just because there's now a flashing skull next to his name and he's breathing right down your neck even as you sprint, will you?

Unique and Legendary Shotguns

MANUFACTURER	RARITY	NAME	LOCATION
BANDIT	Blue	Dog	Rolph
BANDIT	Blue	RokSalt	Mission: "Splinter Group"
BANDIT	Blue	Teeth of Terramorphus	CLASSIFIED!
HYPERION	Blue	Heart Breaker	Mission: "Safe and Sound"
HYPERION	Blue	Shotgun 1340	Mission: "Out of Body Experience"
JAKOBS	Blue	Tidal Wave	Uncle Teddy
JAKOBS	Blue	Triquetra	Bagman (mission: "Clan Wars: End of the Rainbow")
TEDIORE	Blue	Octo	Mission: "Slap-Happy"
TORGUE	Blue	Landscaper	Mission: "Family Feud: Dueling Banjos and Fiddles"
HYPERION	Orange	Conference Call	First target of mission: "The Talon of God"
JAKOBS	Orange	Striker	CLASSIFIED!
TEDIORE	Orange	Deliverance	Tumba, Wildlife Exploitation Preserve
TORGUE	Orange	Flakker	Second target of mission: "The Talon of God"

"The Deliverance is a fantastic gun. Using one is like having a Bloodwing that shoots bullets out of its face."
– JEFF DOERING, QA TESTER

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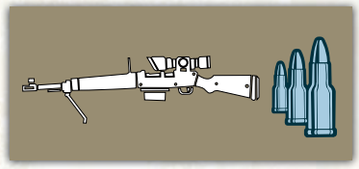
Sniper Rifle



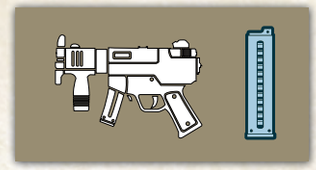
Sniper rifles are precision tools designed to let you bury a high-caliber bullet into the skag skull from 100 yards away. Their fast, high-damage projectiles score especially nasty Critical Hits, placing a premium on shots against touchy spots. Since sniper rifles are intended for distance work, they'll almost always come with a sight attached. Sniper rifles propel bullets with extreme force, which means sniper rifles get more of a bonus from Critical Hits than other weapon types. Zero the assassin has an entire skill tree devoted to becoming a sniping specialist, if distance work is your true calling. But any character can get great mileage out of the power and range offered by these guns.

Unique and Legendary Sniper Rifles

MANUFACTURER	RARITY	NAME	LOCATION
DAHL	Blue	Sloth	Mission: "Rakkaholics Anonymous"
HYPERION	Blue	Fremington's Edge	Reeth, Southpaw Steam & Power
HYPERION	Blue	Morningstar	Optional Mission: Hyperion Contract 873
JAKOBS	Blue	Buffalo	Mission: "Demon Hunter"
JAKOBS	Blue	Trespasser	Mission: "Animal Rights"
MALIWAN	Blue	Chère-amie	Mission: "Circle of Slaughter: Hyperion"
DAHL	Orange	Pitchfork	Target of mission: "You. Will. Die. (Seriously.)"
HYPERION	Orange	Invader	CLASSIFIED!
JAKOBS	Orange	Skullmasher	Son of Mothrakk, Wildlife Exploitation Preserve
MALIWAN	Orange	Volcano	CLASSIFIED!
VLADOF	Orange	Lyudmila	Gettle, The Dust (mission: "The Good, The Bad, and The Mordecai")

> *Rail guns (Eridian sniper rifles)! They're friggin' dope.*
>
> *– ELL HAMILTON, QA TESTER*

SMG



Submachine guns are the halfway house between pistols and assault rifles. They typically feature high fire rates and moderate magazines and damage, making them ideal for close to mid range bullet spraying. They'll often come equipped with elemental capabilities, which dovetails well with SMG fire rates—even if the chance to light the target aflame or corrode them is only ~10%, that's still more or less assured after only about a third of a magazine of on-target shots from a typical SMG.

Unique and Legendary Submachine Guns

MANUFACTURER	RARITY	NAME	LOCATION
DAHL	Blue	Lascaux	Puddle in Frostburn Canyon
HYPERION	Blue	Bane	Mission: "The Bane"
MALIWAN	Blue	Chulainn	Mission: "Family Feud: Dueling Banjos and Fiddles"
BANDIT	Purple	Bone Shredder	Bone Head 2.0, Arid Nexus
MALIWAN	Purple	Bad Touch	CLASSIFIED!
BANDIT	Orange	Slagga	CLASSIFIED
DAHL	Orange	Emperor	The assassins, Southpaw Steam & Power
HYPERION	Orange	Bitch	BNK3R
MALIWAN	Orange	HellFire	Scorch, Frostburn Canyon
TEDIORE	Orange	Baby Maker	CLASSIFIED

> *RIP, you poor, poor potted plant. Death by Nerf gun is a hard way to go.*
>
> *– KIRST KAHLER, QA ARBITER*

MARCUS' GUN CATALOG

Take a look at the fine selection of firearms currently available for purchase at Marcus Munitions! There are millions more weapons out there on Pandora, so check back at bradygames.com for updates on the latest additions to our stock!

BANDIT

Bandit weapons seem to be built on a single philosophy (though admittedly, using the words "philosophy" and "bandit" in the same sentence may be giving them too much credit): more bullets equals more pleasure. Nothing's worse than having to reload during a gunfight, so the bandits of Pandora jerry-rigged their own guns to make reloading virtually unnecessary. Bandit guns provide you with the largest magazine sizes found on Pandora. And also, tetanus.

Assault Rifles

Bandit-made assault rifles are slapped together, like most Bandit weapons, with two things in mind: shooting indiscriminately, and continuing to shoot indiscriminately. So you'll find relatively inaccurate automatic weapons capable of emptying the same magazine for days. But that might be just what you want if you find yourself in close quarters or against fast, hard-to-hit enemies.

Taktikal Spinigun

Damage	Accuracy	Fire Rate
109	80.0	8.7
Reload	**Mag Size**	**Element**
4.2	87	—

OMG! It spins!

$2,535

bandity Machine Gun

Damage	Accuracy	Fire Rate
113	82.5	6.7
Reload	**Mag Size**	**Element**
6.8	99	—

$4,465

greesy Mashine Gun

Damage	Accuracy	Fire Rate
58	85.5	3.3
Reload	**Mag Size**	**Element**
6.3	55	—

$892

Nassty Rokets!

Damage	Accuracy	Fire Rate
138	85.5	3.3
Reload	**Mag Size**	**Element**
6.3	55	—

It shoots mini-rockets!

$1,962

Wyld Asss Madhous!

Damage	Accuracy	Fire Rate
224	66.7	7.5
Reload	**Mag Size**	**Element**
6.8	144	

$69,397

Location

Mad Dog, Lynchwood

Spray bullets literally everywhere!

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Rocket Launchers

The Bandits don't have the tech expertise necessary to build stable missiles with guidance systems, but they're handy enough at just making sure things explode—look to their suite of grenades for further proof. Their improvised rocket launchers fire several drunken missiles at once.

fast actons bombabarbardeer

Damage	Accuracy	Fire Rate
906	78.7	1.2
Reload	**Mag Size**	**Element**
6.7	6	

$7,100

Three rockets for the price of one!

Roket Pawket Badaboom

CLASSIFIED!

CLASSIFIED!

$102,451

Location

CLASSIFIED!

Make stuff go BOOM!!!

gratuitius Roaster

Damage	Accuracy	Fire Rate
2514x3	75.8	1.0
Reload	**Mag Size**	**Element**
6.8	10	

$17,670

Location

CLASSIFIED!

The pyromaniac's dream!

NO MONEY BACK GUARANTEE!

MARCUS MUNITIONS, INC.

Pistols

Bandit-fashioned pistols have the largest magazines you'll find on a one-handed weapon… some even sport a double drum-loader! All that weight and off-centered bulk on the firearm doesn't do much to vouch for its steadiness, but that isn't the point. If you need a weapon with which to hold the trigger down and hope the recoil carries you into contact with the enemy's forehead, here you go.

misles Pistal

Damage	Accuracy	Fire Rate
442	90.0	4.3
Reload	**Mag Size**	**Element**
3.0	59	—

$10,150

Oh ye gods, the damage!

murderer's Tinderbox

Damage	Accuracy	Fire Rate
57	81.1	2.5
Reload	**Mag Size**	**Element**
3.1	46	

$17,670

Location

Captain Flynt, Southern Shelf

A reliable sidearm that reliably lights things on fire.

Dubble Gub

Damage	Accuracy	Fire Rate
497x2	73.9	3.3
Reload	**Mag Size**	**Element**
2.5	148	

$51,495

Location

Laney, The Fridge

It'll hit the broad side of any barn!

bandity Pistal

Damage	Accuracy	Fire Rate
79	79.2	4.3
Reload	**Mag Size**	**Element**
2.5	45	—

$634

Well, you get what you pay for.

BANDIT

Shotguns

Bandit-made shotguns are built with spread of gunfire and depth of magazine in mind. Reload times can be brutal, but hopefully the enemy will be dead by the time that becomes necessary.

Duble Bareld RokSalt

Damage	Accuracy	Fire Rate
279x11	33.3	1.3
Reload	**Mag Size**	**Element**
2.3	18	

$7,012

Location

CLASSIFIED!

Definitely not "less than lethal!"

Redy Stedy Stret Sweper

Damage	Accuracy	Fire Rate
73x10	28.0	1.0
Reload	**Mag Size**	**Element**
4.4	10	—

$1,259

Hunting Longer ragne killer

Damage	Accuracy	Fire Rate
65x6	55.6	1.3
Reload	**Mag Size**	**Element**
3.7	13	—

$836

Quik Loadeder Room Clener

Damage	Accuracy	Fire Rate
150x14	14.7	1.1
Reload	**Mag Size**	**Element**
3.0	20	

$4,465

Sketer Teeth of Terramorphous

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$1,256,766

Location

CLASSIFIED!

OM NOM NOM NOM!

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SMGs

You'll find that Bandit-made SMGs sometimes come with speedy fire rates, unlike most Bandit-made pistols and assault rifles. Bandit-made SMGs will also have the signature seemingly bottomless magazines the Bandit "brand" is known for, so these SMGs are some of the best spray and pray weapons you can get.

Zapper Bone Shredder

Damage	Accuracy	Fire Rate
191x2	42.4	7.7
Reload	**Mag Size**	**Element**
3.6	86	

$11,617

Location

Bone Head 2.0, Arid Nexus

A double-barreled blast from the past!

Murduring Slagga

CLASSIFIED!

CLASSIFIED!

$175,252

Location

CLASSIFIED!

Shoot TWO for the price of ONE!

Bulets Go Fasterified Acurate smgg

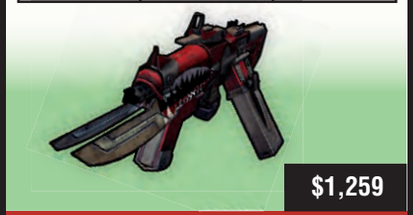
Damage	Accuracy	Fire Rate
108	92.5	8.6
Reload	**Mag Size**	**Element**
4.2	60	

$7,255

It's bullets go faster! I don't know how!

Cuting smig

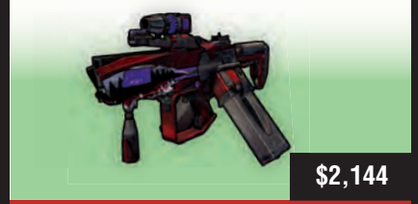
Damage	Accuracy	Fire Rate
111	86.2	7.7
Reload	**Mag Size**	**Element**
3.6	75	—



$1,259

Murduring Slagy

Damage	Accuracy	Fire Rate
73	90.4	7.7
Reload	**Mag Size**	**Element**
3.5	50	



$2,144

Jery Riged smig

Damage	Accuracy	Fire Rate
72	86.2	7.7
Reload	**Mag Size**	**Element**
4.2	48	

$1,122

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DAHL

Stanton Dahl always said there were three types of people in this universe: people who need to be killed, the people doing the killing, and the people who pay them. He founded the Dahl Corporation for the second group. Paramilitary organizations all across the six galaxies trust Dahl—and if you value stability, so should you. When you're on the job, recoil is the last thing you want coming between you and a clean kill. For that reason, Dahl assault rifles, pistols, sniper rifles, and SMGs have better recoil reduction than any other manufacturers' weapons. Not to mention the fact that Dahl weapons are the only guns on Pandora with multiple firing modes—ironsight any Dahl weapon, and it'll switch to burst-fire mode. If killing is your business, you buy Dahl. Period.

ASSAULT RIFLES

Dahl assault rifles put a little more oomph behind their promise of burst fire while zoomed; get a Dahl AR outfitted with a Vladof spinning barrel, and you'll be pumping out bursts of nine shots or more at a peal! Dahl ARs also tend to be automatic when hip fired, while their other weapon classes usually aren't. Dahl even makes grenade-launching weapons in the assault rifle class that incorporate Torgue technology. Remember, it's still Dahl, so this gives you a grenade launcher that burst fires while zoomed! If you master bouncing grenades at enemies, this can be potent, indeed.

Patrol Scorpio

Damage	Accuracy	Fire Rate
276	91.6	6.4
Reload	**Mag Size**	**Element**
2.8	34	—

$11,032

Location

Mission: "Bearer of Bad News"

Bigger bursts, bigger damage!

Scout Carbine

Damage	Accuracy	Fire Rate
121	92.4	5.9
Reload	**Mag Size**	**Element**
2.8	29	

$8,283

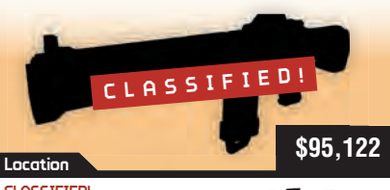
Deep Defender

Damage	Accuracy	Fire Rate
148	91.8	6.4
Reload	**Mag Size**	**Element**
3.6	22	—

$4,465

Feral Veruc

Damage	Accuracy	Fire Rate
CLASSIFIED!		



$95,122

Location

CLASSIFIED!

It almost fires FOR you!

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MULTIPLE FIRING MODES

PISTOLS

Dahl pistols start out underwhelming, like the first repeaters you'll find, but stick around, and eventually you'll find examples that function almost like sniping pistols, ready to place 3+ burst rounds into the melons of evildoers from blocks away. These can be especially potent when they're armed with Maliwan tech that turns them into elemental sniping pistols… put two or three on-target bursts into a distant target, and they're almost guaranteed to have the desired elemental effect eating away at them by then.

Loaded Repeater

Damage	Accuracy	Fire Rate
73	90.9	12.5
Reload	**Mag Size**	**Element**
2.1	21	

$844

Tactical Anaconda

Damage	Accuracy	Fire Rate
137	93.5	12.5
Reload	**Mag Size**	**Element**
1.5	11	—

$2,087

An expanding stock for tactical insertions.

Skirmish Magnum

Damage	Accuracy	Fire Rate
317	88.3	11.5
Reload	**Mag Size**	**Element**
2.5	12	—

$1,983

You'll feel lucky you got such a deal!

React Hornet

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$85,672

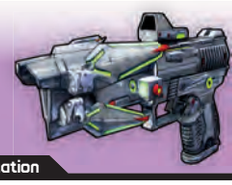
Location

CLASSIFIED!

Stings like a... Hornet!

Neutralizing Dahlminator

Damage	Accuracy	Fire Rate
528	92.1	6.9
Reload	**Mag Size**	**Element**
1.6	30	



$9,997

Location

Mission: "The Lost Treasure"

Your enemies won't escape its wrath!

Loaded Teapot

Damage	Accuracy	Fire Rate
150	94.7	9.6
Reload	**Mag Size**	**Element**
1.6	23	

$6,463

Location

Mission: "You are Cordially Invited: Tea Party"

The perfect choice for your little gunslinger!

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DAHL

SMGs

Dahl SMGs give you the option of an automatic hip fire weapon to spray somewhat inaccurately at close to mid range, with the ability to zoom in and burst fire for mid to long-range shots. Like any Dahl weapon, burst fire mode is ideal for applying elemental effects (if your equipped Dahl SMG comes with any), as well as for precision targeting.

Deft Falcon

Damage	Accuracy	Fire Rate
115	94.0	7.1
Reload	**Mag Size**	**Element**
3.0	31	

$7,890

Flying Fox

Damage	Accuracy	Fire Rate
130	91.3	8.0
Reload	**Mag Size**	**Element**
2.3	41	—

$7,109

React SMG

Damage	Accuracy	Fire Rate
74	87.0	7.1
Reload	**Mag Size**	**Element**
2.5	24	—

Solid craftsmanship for a good price!

$1,326

Skirmish Emperor

Damage	Accuracy	Fire Rate
370	89.1	5.5
Reload	**Mag Size**	**Element**
1.9	49	—

$79,635

Location

The assassins, Southpaw Steam & Power

Stay on target... With this masterwork weapon!

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BUY ONE GET ONE FULL PRICE!

SNIPER RIFLES

Dahl's sniper rifles trade a little bit of per-shot damage and overall discharges per magazine for the ability to burst fire snipe while zoomed. You won't have the luxury of picking and choosing one-shot-wonders against the heads of distant bandits—some Dahl sniper rifles burst six shots at a time or more, so any illusion of sneakiness is right out the window—but against enemies with static, non-moving weak spots, this can be ideal. Can you draw a bead on the glowing red front sensor of a Constructor Bot? Do you have ample cover above your head to block its missile salvos, and do you have a Dahl corrosive sniper rifle in hand, ready to burst fire waves of Critical Hits right into that jerk's eye over and over?
If yes to all, then a winner is you.

Smooth Sniper

Damage	Accuracy	Fire Rate
152	93.9	6.7
Reload	**Mag Size**	**Element**
3.1	9	—

$1,577

Night Scout

Damage	Accuracy	Fire Rate
568	93.9	9.5
Reload	**Mag Size**	**Element**
4.0	9	—

$7,255

Pacifying Pitchfork

Damage	Accuracy	Fire Rate
690	97.2	6.7
Reload	**Mag Size**	**Element**
3.1	18	

$95,947

Location

Target of mission: "You. Will. Die. (Seriously.)"

A real gun for only the hardest of hardcore.

Pacifying Sniper

Damage	Accuracy	Fire Rate
730	95.6	6.7
Reload	**Mag Size**	**Element**
3.1	11	

Enough damage to ensure they'll never wake up.

$11,872

Operational Sloth

Damage	Accuracy	Fire Rate
626	96.8	6.7
Reload	**Mag Size**	**Element**
3.5	1	—

$12,367

Location

Mission: "Rakkaholics Anonymous"

Make sure to lead your target reeeaally far...

BETTER RECOIL

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HYPERION

They may be the bad guys, but hell if they don't make some damned accurate weaponry. Equipped with cutting-edge stabilizer technology, Hyperion weapons get more accurate the longer you fire them. Hyperion CEO Handsome Jack referred to the technology as "pretty badass" and "an idea so good, I'm glad I killed the guy who actually came up with it and took credit for myself." While Crimson Raiders are generally discouraged from using technology created by their archenemies, there is a certain warped satisfaction from taking out your oppressors with their own tools of destruction.

PISTOLS

Hyperion pistols function like other Hyperion weapons—they're hard to control initially, with bad weapon sway and fire recoil, but after a few shots of sustained firing, their stabilizers kick in and the weapon will grow unerring in its aim for the remainder of the current magazine… just keep firing. If there's a problem here, it's simply that this philosophy works best with bigger magazines, a problem that Hyperion's SMG line solves handily.

Inspiring Lady Fist

Damage	Accuracy	Fire Rate
203	98.0	5.0
Reload	**Mag Size**	**Element**
1.5	25	—

$8,572

Location

Mission: "Uncle Teddy"

A fistful of bonus critical damage!

Earnest Apparatus

Damage	Accuracy	Fire Rate
184	67.7	5.0
Reload	**Mag Size**	**Element**
2.0	16	—

$4,922

Maximized Vision

Damage	Accuracy	Fire Rate
158	98.7	5.0
Reload	**Mag Size**	**Element**
1.7	26	

$4,181

Win-Win Impact

Damage	Accuracy	Fire Rate
242	96.8	4.6
Reload	**Mag Size**	**Element**
2.6	14	—

$2,279

With that power at that price, it's a win-win!

CUTTING-EDGE STABILIZER!

MARCUS MUNITIONS MONTHLY

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SHOTGUNS

Hyperion shotguns boast strong accuracy, meaning you're likely to find tighter spreads. With careful aim, these shotguns can be effective at longer ranges. They're not too shabby at close range, either, where the exaggerated sway of a resting Hyperion gun in hand won't have any real effect on your accuracy.

Refactored Projectile Diversification

Damage	Accuracy	Fire Rate
52x6	60.0	3.6
Reload	**Mag Size**	**Element**
2.9	6	—

$1,357

Social Shotgun #1340

Damage	Accuracy	Fire Rate
124x6	77.8	4.0
Reload	**Mag Size**	**Element**
2.7	10	—

$8,713

Location

Mission: "Out of Body Experience"

I guess there are worse things to be!

Practical Conference Call

Damage	Accuracy	Fire Rate
246x7	70.4	4.3
Reload	**Mag Size**	**Element**
2.7	10	

$86,430

Location

First target of mission: "The Talon of God"

Having only one target is so inefficient!

Critical Crowdsourcing

Damage	Accuracy	Fire Rate
136x14	46.0	2.9
Reload	**Mag Size**	**Element**
2.9	9	—

$7,288

Maximize your damage potential!

Miss Moxxi's Heart Breaker

Damage	Accuracy	Fire Rate
162x10	71.4	3.6
Reload	**Mag Size**	**Element**
2.7	9	

$9,090

Location

Mission: "Safe and Sound"

Show your love with this hot little number.

Scalable Thinking

Damage	Accuracy	Fire Rate
161x6	80.0	3.6
Reload	**Mag Size**	**Element**
3.1	12	

$9,846

HYPERION

SNIPER RIFLES

Hyperion builds their sniper rifles from high-quality, high-precision parts, and the only caveat is that the Hyperion-wielding sniper must be able to control the sway for the first few shots until the sniper rifle stabilizes itself. This makes Hyperion sniper rifles well-suited to a sniping approach in which you plan to keep sniping rapidly once you've started. They are much less effective, however, if you plan to pop out, snipe, hide, pop out, snipe, hide, and so on. You'll need to keep up sustained fire to allow these sniper rifles to show their true, amazing colors.

Longitudinal Sniper Rifle

Damage	Accuracy	Fire Rate
215	95.6	1.0
Reload	**Mag Size**	**Element**
4.0	5	

$3,567

Practical Policy

Damage	Accuracy	Fire Rate
393	95.9	0.8
Reload	**Mag Size**	**Element**
4.2	5	—

The practical option for the discerning killer.

$2,291

Facilitating Sniper Rifle

Damage	Accuracy	Fire Rate
224	95.2	1.1
Reload	**Mag Size**	**Element**
4.0	5	—

$1,932

Cohesion Invader

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$133,833

Location

CLASSIFIED!

The more you shoot, the better you KILL!!

Venture Morningstar

Damage	Accuracy	Fire Rate
968	96.8	1.0
Reload	**Mag Size**	**Element**
3.1	10	—

FREE!

Location

Optional Mission: Hyperion Contract 873

Um... It's really great! Honest! JUST TAKE IT!

Resource Competition

Damage	Accuracy	Fire Rate
907	96.3	1.3
Reload	**Mag Size**	**Element**
3.1	14	—

$18,467

"Scope out" the competition—and shoot them!

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SMGs

Hyperion SMGs may be the sweet spot in the Hyperion line, for certain things. Like any Hyperion weapon, their SMGs increase in accuracy as you continue to fire them without stopping. Of all their weapons, SMGs have the biggest magazines to take full advantage of this. Although the first half dozen shots of a magazine might fly all over the place, after that, you'll have eagle-eyed accuracy for the entire rest of the mag. And it doesn't matter if you're moving, circle strafing, or even jumping while you keep a bead on your target. With a fully stabilized Hyperion SMG, you can forgo aiming down your sights, which keeps you fully mobile. This also makes Hyperion SMGs excellent for Salvador during Gunzerking, or for any character during Fight For Your Life—neither of these situations allows you to aim down sights to increase accuracy, but with a good Hyperion SMG, you don't need to!

Proactive Backburner

Damage	Accuracy	Fire Rate
83	94.7	9.7
Reload	**Mag Size**	**Element**
2.7	27	

Your enemies will be too busy burning to notice the contradiction!

$4,036

Social Weisenheimer

Damage	Accuracy	Fire Rate
210	95.8	8.7
Reload	**Mag Size**	**Element**
1.7	39	

$17,696

Corporate Bane

Damage	Accuracy	Fire Rate
189	85.7	8.7
Reload	**Mag Size**	**Element**
2.1	52	

$10,047

Location

Mission: "The Bane"

Analytical Transmurdera

Damage	Accuracy	Fire Rate
100	96.3	8.7
Reload	**Mag Size**	**Element**
2.3	22	—

$3,621

Rightsizing Bitch

Damage	Accuracy	Fire Rate
303	97.0	8.7
Reload	**Mag Size**	**Element**
2.1	48	—

$106,210

Location

BNK3R

Do you hate recoil? Then buy this gun!

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JAKOBS

The Jakobs corporation has held to certain values through the years. Family. Honor. Always aiming for the head. When you need to kill your enemies with a single shot, you buy Jakobs: the corporation's founder, Montgomery Jakobs, always believed in damage above all else. Accuracy? Pah. Recoil reduction? Don't make me laugh. Elemental effects? Just a bunch of silly fireworks and nonsense. No, the Jakobs corporation believes that there's nothing better in the world than a big-ass bullet that can tear a man's head clean off. To this end, Jakobs weapons generally have higher damage than any other manufacturer. Sure, you may have to pull the trigger with every shot, and sure, the recoil may be hellish, but so what? Once you've blown a robot in half with a breech-loaded Jakobs shotgun, you'll know exactly what Montgomery Jakobs was talking about.

Assault Rifles

Jakobs assault rifles work like carbines, great for mid to long-range headshot fishing. Some Jakobs ARs arrive equipped to fire more than one shot per trigger pull, making them approach the functionality of a sniping shotgun…

Ornery Scarab

Damage	Accuracy	Fire Rate
119	90.4	15.3
Reload	**Mag Size**	**Element**
3.1	12	$1,611

$1,611

Deadshot Stomper

Damage	Accuracy	Fire Rate
490	95.1	12.3
Reload	**Mag Size**	**Element**
3.1	15	—

$17,605

Location

Mission: "Hungry Like the Skag"

It's got one hell of a kick!

Horse Cannon

Damage	Accuracy	Fire Rate
503	93.0	9.4
Reload	**Mag Size**	**Element**
4.1	16	—

As seen on The Internet!

$26,628

Boss Hammer Buster

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$221,817

Location

CLASSIFIED!

Hammer 'em FAST!!!

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Pistols

Jakobs, as a company, eschews modern tech and embraces technology as it was in the expanding frontier. It still incorporates wood into its gun components—Jakobs is the only manufacturer to do so on relatively desolate Pandora—and no weapon possesses automatic fire. Instead, any Jakobs weapon that isn't a bolt-action sniper rifle can be fired as quickly as you can squeeze the trigger through semi-auto double action. Their standard pistols are a bit like Dahl's without burst fire… competent, but nothing that will make you change your religion. Their revolver line, on the other hand, provides maybe the best platform for their high-impact design ethos.

Straight Shootin' Judge

Damage	Accuracy	Fire Rate
325	96.4	15.3
Reload	**Mag Size**	**Element**
1.7	9	—

$7,150

Location

Oney, Optional Mission: "Assassinate the Assassins"

Revolver

Damage	Accuracy	Fire Rate
111	94.0	16.7
Reload	**Mag Size**	**Element**
2.1	6	—

$892

Ornery Law

Damage	Accuracy	Fire Rate
419	96.8	15.8
Reload	**Mag Size**	**Element**
1.6	9	—

$6,312

Location

Mission: "Won't Get Fooled Again"

It is the law!

Two-Fer Iron

Damage	Accuracy	Fire Rate
668x2	92.2	9.5
Reload	**Mag Size**	**Element**
1.7	15	—

Double your damage!

$11,448

Dastardly Widow Maker

Damage	Accuracy	Fire Rate
524	95.2	14.1
Reload	**Mag Size**	**Element**
2.1	9	—

Named for its tendency to kill husbands

$6,230

Loaded Revolver

Damage	Accuracy	Fire Rate
174	93.7	16.7
Reload	**Mag Size**	**Element**
2.4	10	—

$2,056

Dastardly Maggie

Damage	Accuracy	Fire Rate
270x6	81.2	11.5
Reload	**Mag Size**	**Element**
1.7	10	—

$76,957

Location

Mick Zaford (side with Hodunks)

The last of Jakobs' famous "Masher" line.

"High level Jakobs sniper rifle. You don't get a better slice o' heaven than that. Guaranteed to reign death on all the things!"

– Uriah Belletto, QA Tester

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JAKOBS

Shotguns

Jakobs shotguns are breech-loaded, so they can be discharged as fast as you can pull the trigger, and they have light ammo loads. You'll go through the barrels very quickly and reload often, but the buckshot flies faster and hits harder than with other shotguns. You won't ever find a Jakobs shotgun with elemental powers, so if you want to maximize your return, Slag the enemy with a skill or another weapon first.

Filled Longrider

Damage	Accuracy	Fire Rate
63x7	69.2	16.7
Reload	**Mag Size**	**Element**
3.1	2	—

$1,219

Well Kept Coach Gun

Damage	Accuracy	Fire Rate
206x13	46.4	13.8
Reload	**Mag Size**	**Element**
2.2	3	—

It's in pristine condition!

$6,062

Rustler's Scattergun

Damage	Accuracy	Fire Rate
112x9	35.9	20.2
Reload	**Mag Size**	**Element**
3.1	2	—

$3,337

Well Kept Tidal Wave

Damage	Accuracy	Fire Rate
271x3	46.4	13.4
Reload	**Mag Size**	**Element**
2.2	3	—

$8,992

Location

Mission: "Uncle Teddy"

In memoriam to a fallen (and risen) friend.

Doc's Striker

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$128,499

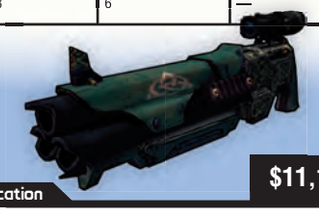
Location

CLASSIFIED!

Strike with speed and accuracy!

Ornery Triquetra

Damage	Accuracy	Fire Rate
250x19	60.5	12.0
Reload	**Mag Size**	**Element**
2.3	6	—



$11,145

Location

Bagman (mission: "Clan Wars: End of the Rainbow")

There's certainly a method to its madness.

MARCUS MUNITIONS, INC.

Grampa loved it. So will you!

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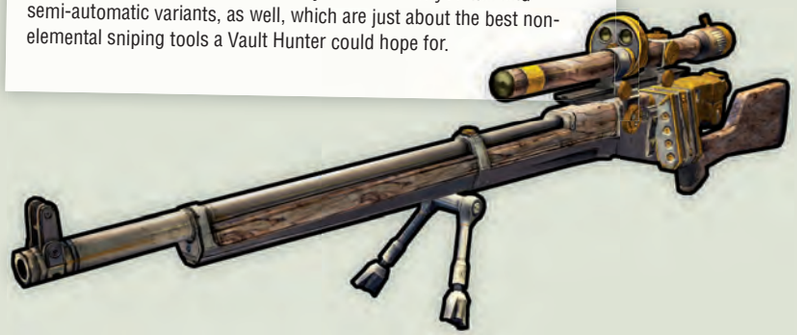
Snipers

Most Jakobs weapons fire as fast as you can operate the device—rapidly squeezing the double-action trigger of a Jakobs AR carbine, or slap-firing by fanning the hammer of a Jakobs revolver. Many of their sniper rifles break from this tradition by featuring bolt action chambering, which forces a small break between shots. The focus of Jakobs sniper rifles is sheer bullet speed and power. And, not all Jakobs sniper rifles are strictly bolt action… you will find semi-automatic variants, as well, which are just about the best non-elemental sniping tools a Vault Hunter could hope for.



Tear a man's head clean off!

Kull Callipeen

Damage	Accuracy	Fire Rate
436	93.6	0.6
Reload	**Mag Size**	**Element**
4.0	7	—

$3,240

Tl'kope Chinook

Damage	Accuracy	Fire Rate
455	96.2	3.3
Reload	**Mag Size**	**Element**
5.0	6	—

Not a helicopter.

$5,829

Chikamin Buffalo

Damage	Accuracy	Fire Rate
897	96.6	0.5
Reload	**Mag Size**	**Element**
4.0	8	—

Location

Mission: "Demon Hunter"

$9,568

Who needs a scope when you've got skill?

Tumtum Muckamuck

Damage	Accuracy	Fire Rate
1414	97.5	0.5
Reload	**Mag Size**	**Element**
4.0	8	—

Silly name, serious weapon.

$19,375

Skookum Skullmasher

Damage	Accuracy	Fire Rate
499x5	85.5	2.6
Reload	**Mag Size**	**Element**
4.0	9	—

Location

Son of Mothrakk, Wildlife Exploitation Preserve

$135,952

Jakobs takes their "Masher" to a higher caliber!

Skookum Diaub

Damage	Accuracy	Fire Rate
724	94.4	4.7
Reload	**Mag Size**	**Element**
4.3	9	—

$7,786

Tumtum Trespasser

Damage	Accuracy	Fire Rate
480	97.0	0.6
Reload	**Mag Size**	**Element**
5.0	6	—

Location

Mission: "Animal Rights"

$12,499

Those varmints aren't gonna outrun this!

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MALIWAN

Form meets function. The Maliwan corporation believes that combat is an art, and elemental weaponry is the paint. If you need to burn, fry, or melt your enemies, Maliwan will be your weapon du jour. Though their initial damage may not be spectacular, Maliwan delivers damage over time like no other manufacturer on Pandora. Not to mention incredibly sleek, sophisticated Maliwan aesthetic — when your enemies see a Maliwan weapon in your hand, two thoughts will pass through their mind: firstly, "Damn, that's a sleek-ass gun," followed by, "Oh god, why am I on fire?".

PISTOLS

A Maliwan pistol is probably the first place you'll see any kind of elemental effect. Their pistols use a lot of ammo to do it, expending more than one round per discharge in order to drive their elemental bullets. With relatively small magazine sizes, these pistols are useful to empty into an approaching enemy to ensure they're Flaming, Corroded, Shocked, or Slagged before you swap to another weapon with a deeper magazine to finish the job, with the benefit of the Maliwan pistol-induced ailment eating at the foe. You can swap back to the Maliwan and reload when they're dead!

Expeditious Thunderball Fists

Damage	Accuracy	Fire Rate
507	94.5	3.0
Reload	**Mag Size**	**Element**
1.6	17	

$71,715

Location

Captain Flynt, Southern Shelf

Ball lightning!

Miss Moxxi's Rubi

Damage	Accuracy	Fire Rate
378	93.3	2.5
Reload	**Mag Size**	**Element**
1.6	12	

$8,722

Location

Mission: "Rakkaholics Anonymous"

A shot straight through the heart... of the head!

Punctilious Umbrage

Damage	Accuracy	Fire Rate
222	93.1	3.2
Reload	**Mag Size**	**Element**
2.1	9	

$5,620

Evisceration Aegis

Damage	Accuracy	Fire Rate
153	94.3	2.5
Reload	**Mag Size**	**Element**
2.1	7	

$2,257

Potent Dart

Damage	Accuracy	Fire Rate
497	93.3	1.4
Reload	**Mag Size**	**Element**
2.1	8	

$9,412

The perfect choice for the avid gunslinger.

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ROCKET LAUNCHERS

Maliwan rocket launchers always have an elemental effect attached to them. You're sacrificing some of the explosive rocket damage for a shot at bonus elemental damage and an elemental effect. If the enemy is weak to the elemental type you're packing, it's a nice trade. Maliwan rocket explosions expand in a ring, which helps splash the element around the point of impact.

Parataxis Panorama

Damage	Accuracy	Fire Rate
6440	87.6	1.0
Reload	**Mag Size**	**Element**
5.0	5	

$32,183

Not a shield in the world could withstand this!

Proximate Prowler

Damage	Accuracy	Fire Rate
1651	80.0	1.4
Reload	**Mag Size**	**Element**
7.7	4	

$4,376

Puissant Pyrophobia

CLASSIFIED!

Location

CLASSIFIED!

$224,413

Great balls of FIRE!

Punitory Norfleet

CLASSIFIED!

Location

CLASSIFIED!

$3,556,894

Just too good to be true!

Paraquat Hive

Damage	Accuracy	Fire Rate
6087	84.0	0.6
Reload	**Mag Size**	**Element**
8.1	7	

Location

Saturn, Arid Nexus

$28,597

Ever wish your rocket was a rocket-firing turret?

"For me it's all about elemental damage and nothing feels better than Maliwan's sweet sexy curves."

– Rick Porter, Game Designer

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MALIWAN

SMGs

Maliwan SMGs always feature elemental traits. Their disc-loading line of elemental SMGs is one of the game's best for versatility, as this line gives good odds for applying effects while dealing solid damage.

Storming SubMalevolent Grace

Damage	Accuracy	Fire Rate
59	91.3	8.0
Reload	**Mag Size**	**Element**
2.9	20	

It's still just a "SubMachine Gun" to me!

$2,086

Apt Trance

Damage	Accuracy	Fire Rate
81	89.0	8.0
Reload	**Mag Size**	**Element**
2.1	28	

$4,021

Feculent Chulainn

Damage	Accuracy	Fire Rate
189	76.0	9.7
Reload	**Mag Size**	**Element**
2.1	42	

$12,390

Location

Mission: "Family Feud: Dueling Banjos and Fiddles"

This ill-fated gun knows neither friend nor foe.

Bad Touch

CLASSIFIED!

CLASSIFIED!

$20,999

Location

Show your love for Moxxi

Consummate Gospel

Damage	Accuracy	Fire Rate
146	93.8	8.0
Reload	**Mag Size**	**Element**
2.7	23	

$9,244

Guileless Provacateur

Damage	Accuracy	Fire Rate
219	94.6	8.0
Reload	**Mag Size**	**Element**
2.5	32	

$15,530

Lucid Plasma Caster

Damage	Accuracy	Fire Rate
259	93.3	8.0
Reload	**Mag Size**	**Element**
3.2	43	

Ever wonder what an alien flamethrower would look like?

$8,531

Consummate Hellfire

Damage	Accuracy	Fire Rate
240	93.1	8.0
Reload	**Mag Size**	**Element**
2.5	37	

$107,955

Location

Scorch, Frostburn Canyon

So good, it became Legendary!

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SNIPER RIFLES

Maliwan sniper rifles trade off some kinetic power for elemental impact. Individual shots won't have the incredible kick of a Hyperion or Jakobs critical, but you might make up for it through bonus burn or corrode damage against the right enemy family. A Maliwan sniper rifle outfitted with Slag rounds also makes an excellent tool for softening up sturdy foes from far away—a magazine of Maliwan sniper shots into that distant Bullymong (or whoever) does three things: it alerts the monster to your presence, making it start to approach; it softens the monster up a bit; and finally, it Slags the monster, so whatever non-Slag weapon you select to finish the job deals double damage.

Scarlet Jericho

Damage	Accuracy	Fire Rate
200	94.7	1.4
Reload	**Mag Size**	**Element**
4.0	4	Fire

$1,978

Gentleman's Snider

Damage	Accuracy	Fire Rate
544	96.9	1.4
Reload	**Mag Size**	**Element**
3.1	10	

For the discerning gentleman who wants to cover people in acid.

$10,534

Monstrous Corinthian

Damage	Accuracy	Fire Rate
407	95.4	1.2
Reload	**Mag Size**	**Element**
3.5	12	Shock

$5,912

Scarlet Chére-amie

Damage	Accuracy	Fire Rate
378	93.3	2.5
Reload	**Mag Size**	**Element**
1.6	12	

$8,722

Location

Mission: "Circle of Slaughter: Hyperion"

Shot through the heart.

Volcano

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$124,517

Location

CLASSIFIED!

Bathe your foes in cleansing fire!!!

COMBAT IS AN ART.

MARCUS MUNITIONS, INC.

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TEDIORE

Breaking your enemies shouldn't break the bank! That's why Tediore weapons are disposable. Of course, Tediore, being the high-profit, low-consumer safety corporation they are, didn't have time to fully perfect the technology for their disposable weaponry, so all Tediore weapons explode when reloaded. The Tediore corporation, ever optimistic, declared this a "feature" rather than a "glaring safety hazard" and saw their stock shoot up 50 percent overnight. Tediore weapons are for killers on a budget—the kind of people who like to hear their sales pitches from a woman with white teeth, an overenthusiastic voice, and an expression on her face that just slightly screams of existential agony.

PISTOLS

Tediore pistols are the most disposable of weapons—instead of having a magazine to replenish, you'll just toss aside a Tediore pistol when it's expended of ammo. Oh, and then it will blow up. Any unexpended ammo left in the gun adds to that explosion. There are two ways to play with Tediore weapons—you can run their "magazines" all the way down and then just plan on aiming your automatic weapon toss, or you can plan around the weapon tosses and just discharge a round or three so you can reload. The former approach is normal gunplay with an explosive twist every reload; the latter approach is essentially taking your pistol ammo pool and saying, "I will treat this as a pile of grenades in ammo form."

Peppy Handgun

Damage	Accuracy	Fire Rate
191	89.3	5.6
Reload	**Mag Size**	**Element**
1.0	16	

$4,199

Two for One Handgun

Damage	Accuracy	Fire Rate
360x2	83.3	3.7
Reload	**Mag Size**	**Element**
1.0	26	—

It's just the name, not some special deal you cheapskate.

$7,847

Super Gunerang

Damage	Accuracy	Fire Rate
557	90.1	4.8
Reload	**Mag Size**	**Element**
0.9	27	—

$50,010

Location

Rakk Man, The Fridge

Returns to sender!

Bulk Power Shot

Damage	Accuracy	Fire Rate
176	91.4	3.3
Reload	**Mag Size**	**Element**
1.4	14	—

$1,624

Fresh Biggun

Damage	Accuracy	Fire Rate
183	86.7	4.4
Reload	**Mag Size**	**Element**
1.6	12	$552

When you're looking for the cheapest of cheap, think Tediore!

$552

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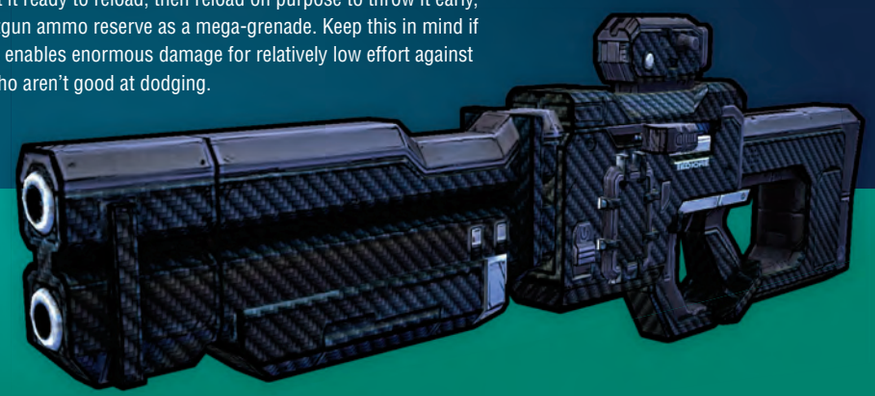
"Tediore makes you think twice about reloading, adding another level of strategy to your arsenal. Plus it doesn't get more satisfying than chucking a pistol at a bandit's face."

– Gilberto Perez, QA Tester

SHOTGUNS

Tediore shotguns behave like the average shotgun you expect—a decent amount of rounds per magazine, good damage, average spread and accuracy. The difference comes when you reload, and you toss forward the bulk of the shotgun as a mine that explodes on impact. With the shotgun's extra heft over pistols and SMGs, discarded Tediore shotguns will be tossed in a bit less of a forward arc. Like other Tediore weapons, the damage of the discarded shotgun is equal to the number of rounds left in the magazine, plus one for the exploding body of the gun itself. This means that if you take a Tediore shottie with good stats, discharge it once just to get it ready to reload, then reload on purpose to throw it early, you're essentially tossing some of your shotgun ammo reserve as a mega-grenade. Keep this in mind if you have a Tediore shotgun on hand, as this enables enormous damage for relatively low effort against some enemies who make easy targets, or who aren't good at dodging.



Basic Splatgun

Damage	Accuracy	Fire Rate
3490	64.3	1.5
Reload	**Mag Size**	**Element**
2.8	7	

It fires a disgusting ball of slag!

$6,920

Extra Large Sportsman

Damage	Accuracy	Fire Rate
3152x6	70.2	1.5
Reload	**Mag Size**	**Element**
3.1	7	—

Over-compensate for your not-so-large sportsman!

$3,247

Target Home Security

Damage	Accuracy	Fire Rate
47x6	61.2	1.5
Reload	**Mag Size**	**Element**
2.5	5	—

$772

Top-notch Double Barrels!

Damage	Accuracy	Fire Rate
57x10	33.0	1.3
Reload	**Mag Size**	**Element**
2.0	6	—

It has two barrels!

$692

New and Improved Deliverance

Damage	Accuracy	Fire Rate
256x6	66.9	1.6
Reload	**Mag Size**	**Element**
1.9	9	

$56,160

Location

Tumba, Wildlife Exploitation Preserve

Buy the only gun with an autopilot!

Royal Octo

Damage	Accuracy	Fire Rate
117x8	95.1	1.5
Reload	**Mag Size**	**Element**
2.0	8	

$6,397

Location

Mission: "Slap-Happy"

The pinnacle of efficient projectile dispersal!

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TEDIORE

ROCKET LAUNCHERS

Tediore rocket launchers usually operate a bit like cheaper Torgue launchers—they fire one hefty rocket at a time. Things change come reloading time. With other types of Tediore weapons, your character tosses the gun away like a grenade during the reload process. With Tediore launchers, your character actually primes the launcher itself to fire forward! This basically means that every Tediore launcher reload is itself another rocket launch, though it's kind of a clumsy, dumb one.

Genuine Dispatch

Damage	Accuracy	Fire Rate
2224	63.3	1.2
Reload	**Mag Size**	**Element**
3.3	2	

When you're out of rockets, just throw the launcher!

$2,823

WHEN IN DOUBT... THROW IT OUT!

MARCUS MUNITIONS, INC.

Ultraprecise Launcher

Damage	Accuracy	Fire Rate
3204	76.2	1.1
Reload	**Mag Size**	**Element**
2.4	3	

$8,015

Bustling Spread

Damage	Accuracy	Fire Rate
2822	73.3	1.1
Reload	**Mag Size**	**Element**
2.3	2	

$5,833

Stocking Bunny

Damage	Accuracy	Fire Rate
7049	75.3	1.0
Reload	**Mag Size**	**Element**
1.7	3	

$136,147

Location

Chubby enemies

Hippity-hop goes the launcher!

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BE THE QB OF GUNSLINGAHZ!

SMGs

SMGs made by Tediore are like high-octane versions of their equally disposable pistols. You know the drill—don't reload during lulls in combat unless you have an enemy to reload at, and instead, run your magazines down until they're totally dry. You don't want to accidentally reload prematurely out of habit, throwing your half-empty SMG into an explosive canister that detonates and kills you when there's nothing soft around to dent for Second Wind. Tediore SMGs, like shotguns, feature enough raw damage potential in a fully loaded magazine that it can be a viable strategy to attack by discharging one round just to enable a reload, then tossing all remaining rounds away. If your aim is true, this will output the damage of the entire magazine at once in an explosion, as a new SMG digistructs in your hands. Shoulda gone pro, kid. Watch your ammo reserves if you like using this faux-grenade strategy, as you can run dry quickly reloading nearly full Tediore weapons.

Ultraprecise Launcher

Damage	Accuracy	Fire Rate
142	92.1	8.3
Reload	**Mag Size**	**Element**
1.9	30	☣

$6,543

Brisk Ace

Damage	Accuracy	Fire Rate
98	92.4	9.3
Reload	**Mag Size**	**Element**
1.5	25	—

Extra bullet velocity ends fights quicker!

$2,727

Baby Maker

CLASSIFIED!

Location

CLASSIFIED!

$517,621

Congratulations! It's a... Gun?

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TORGUE

Torgue guns are about EXPLOSIONS and MACHISMO and ENGINES and EXPLOSIONS and LOUD NOISES and EXPLOSIONS. You know what sucks? SUBTLETY. You know what's awesome? NOT-SUBTLETY. And also EXPLOSIONS. Every single shot fired from a Torgue gun EXPLODES. Sure, the explosive gyrojets move slower than bullets, and sure, Torgue guns CONSUME AMMO LIKE THERE IS NO TOMORROW (which for all you know there might not be, because who's to say that tomorrow hasn't already EXPLODED), but who gives a sh*t? TORGUE, baby!

ASSAULT RIFLES

Torgue features a lot of what are essentially automatic mini rocket launchers in their AR line. The gyrojet rockets launch quickly, travel through mid range while picking up speed, then really get going at long range. So you might find a Torgue AR shining at close and long range, but not mid.

Hard Rifle

Damage	Accuracy	Fire Rate
151	84.2	4.2
Reload	**Mag Size**	**Element**
3.9	12	

$1,217

Nasty KerBlaster

Damage	Accuracy	Fire Rate
1519	89.9	2.3
Reload	**Mag Size**	**Element**
3.1	29	

$101,805

Location

Midgemong, Southern Shelf - Bay

EXPLOSIONS!!!

Stabbing Evil Smasher

Damage	Accuracy	Fire Rate
148	76.6	2.5
Reload	**Mag Size**	**Element**
3.8	9	

$10,995

Location

Mission: "The Chosen One"

With a name like that, how can you not buy it?

Rhythmic Lance

Damage	Accuracy	Fire Rate
352	91.8	3.4
Reload	**Mag Size**	**Element**
3.7	15	

$7,932

Slippery Spitter

Damage	Accuracy	Fire Rate
288	86.1	5.8
Reload	**Mag Size**	**Element**
4.4	32	

More gyro-jets! More explosions! More AWESOME!

$8,444

Wild Torpedo

Damage	Accuracy	Fire Rate
712	72.8	2.2
Reload	**Mag Size**	**Element**
3.8	24	

It's huge payload give other guns gyro-jet envy!

$3,985

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PISTOLS

Torgue pistols have something in common with Jakobs revolvers. They're both semi-auto, and they both have high-damage, hard-hitting projectiles. The difference is that Torgue's pistols use gyrojet missiles instead of hard calibers, which alters how you must lead enemies to hit them when aiming. Explosive damage beats out other damage types in efficiency depending on the situation—if you're fighting brittle enemies like crystalisks, then explosive is just better full stop, thanks to the extra concussive damage. And if you're fighting an unshielded target with either normal ammo or an element that your enemy is actually resistant to (such as unarmored fleshy enemies taking reduced Corrosive damage), then explosive is best.

Hard Hand Cannon

Damage	Accuracy	Fire Rate
418	91.1	2.0
Reload	**Mag Size**	**Element**
2.2	9	

$5,578

Crammed Slapper

Damage	Accuracy	Fire Rate
677	89.3	2.0
Reload	**Mag Size**	**Element**
2.5	26	

$8,290

Intense Injector

Damage	Accuracy	Fire Rate
271	86.0	3.2
Reload	**Mag Size**	**Element**
2.2	10	

Give your enemies an intense injection—of EXPLOSIONS!

$2,796

Unkempt Harold

Damage	Accuracy	Fire Rate
CLASSIFIED!		

$95,242

Location

CLASSIFIED!

EXPLODE on the scene!!

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TORGUE

ROCKET LAUNCHERS

If Torgue can be summed up in one weapon type, it's their rocket launcher. This is your classic launcher. A Torgue launcher fires one big-ass rocket, albeit not very quickly. But that rocket is going to hit hard. Very hard.

derp Nukem

Damage	Accuracy	Fire Rate
20093	73.3	0.7
Reload	**Mag Size**	**Element**
7.3	4	

$158,662

Location

Black Queen

It's the only way to be sure.

derp Duuurp!

Damage	Accuracy	Fire Rate
10894	71.0	0.9
Reload	**Mag Size**	**Element**
7.3	5	

So much damage, it's stupid.

$16,881

gaa dunk ga boom

Damage	Accuracy	Fire Rate
5773	73.3	1.1
Reload	**Mag Size**	**Element**
7.0	2	

I don't even...

$7,620

fwap a Blaaa

Damage	Accuracy	Fire Rate
4740	73.3	1.2
Reload	**Mag Size**	**Element**
6.4	2	

What the...?

$6,923

pokee doke Deee!

Damage	Accuracy	Fire Rate
2856	61.7	1.2
Reload	**Mag Size**	**Element**
6.4	2	

What idiot came up with these names?!

$3,512

NICE!

MARCUS MUNITIONS, INC.

"I blasted a midget at point-blank range with a Torgue shotgun and he exploded into blood paste."

– Anthony Burch, Writer

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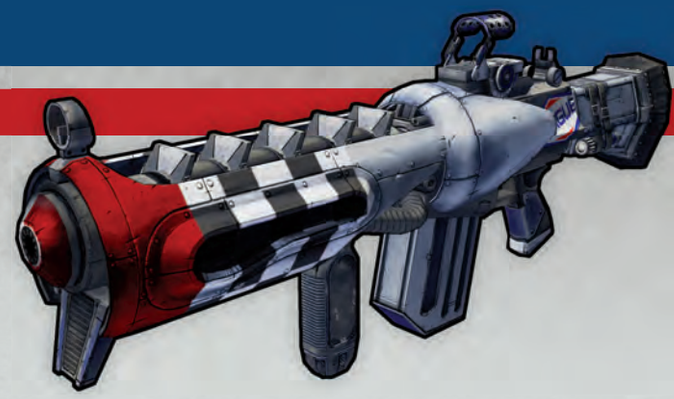

SHOTGUNS

What's more impressive than a shotgun? A shotgun that fires pellets that are missiles. Torque shotguns release a hail of gyrojets rather than a cloud of shot. The acceleration can feel a little wonky at certain ranges, but up close or far away, a solid Torgue shotgun allows you to put high-damage explosive shotgun blasts all over targets.

Double Lovin' Pounder

Damage	Accuracy	Fire Rate
63x9	29.0	0.9
Reload	**Mag Size**	**Element**
3.2	3	

$796

Lumpy Bangstick

Damage	Accuracy	Fire Rate
80x5	45.6	1.0
Reload	**Mag Size**	**Element**
4.2	5	

$964

Bad Touch Ravager

Damage	Accuracy	Fire Rate
321x16	21.9	0.8
Reload	**Mag Size**	**Element**
3.2	9	

The industry leader in non-consentual relations.

$9,155

Juicy Flakker

Damage	Accuracy	Fire Rate
768x3	15.6	0.4
Reload	**Mag Size**	**Element**
3.9	12	

Location

$78,022

Second target of mission: "The Talon of God"

Get up close and personal... with explosions!

Thick Landscaper

Damage	Accuracy	Fire Rate
432x4	87.8	0.9
Reload	**Mag Size**	**Element**
3.9	6	

Location

$8,947

Mission: "Family Feud: Dueling Banjos and Fiddles"

Plant a nasty surprise for your enemies!

BULLSEYE!

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VLADOF

VLADOF CARES ABOUT ONE THING AND ONE THING ONLY: REVOLUTION. WHENEVER THE OPPRESSED NEED TO THROW OFF THE CHAINS OF THEIR OPPRESSORS, THEY WILL DO SO WITH A VLADOF RIFLE IN THEIR HAND. WHEREVER THERE IS INJUSTICE, WHEREVER THERE IS FASCISM, WHEREVER PEOPLE ARE BEING DENIED THEIR RIGHTS, VLADOF WILL BE THERE. LIKE, LITERALLY. THEY OFFERED TO GIVE THE CRIMSON RAIDER RESISTANCE A CORPORATE SPONSORSHIP IF THE GROUP ONLY USED VLADOF GUNS. IT GOT KIND OF AWKWARD. STILL, THOUGH, VLADOF GUNS ARE SOLID — THEY HAVE THE HIGHEST FIRE RATES OF ANY MANUFACTURER, WHICH IS USEFUL WHEN YOU WANT TO SIGNIFICANTLY ADJUST THE BULLET-TO-OXYGEN RATIO IN ANY GIVEN AREA.

ASSAULT RIFLES

Vladof assault rifles are at the other end of the spectrum when compared with Bandit-made ones. Vladof focuses on a more precise, fast hail of gunfire, versus the less predictable, more voluminous rain of Bandit-made bullets. It's possible to get a Vladof AR outfitted with Explosive rounds, so you'll have the explosive bonus of Torgue gyrojets with the bullet bonus of faster travel time.

Forlorn Rifle

Damage	Accuracy	Fire Rate
79	81.3	10.0
Reload	**Mag Size**	**Element**
3.9	32	—

$1,657

Swift Shredifier

Damage	Accuracy	Fire Rate
305	88.9	15.7
Reload	**Mag Size**	**Element**
2.7	83	—

$94,290

Location

Bone Head 2.0, Arid Nexus

Get the fastest gun on Pandora!

Hot Hail

Damage	Accuracy	Fire Rate
263	91.1	9.7
Reload	**Mag Size**	**Element**
2.7	37	

$24,678

Location

Mission: "Circle of Slaughter: Bandit"

Literally rain down fire on your foes!

Rapid Spinigun

Damage	Accuracy	Fire Rate
300	71.3	13.4
Reload	**Mag Size**	**Element**
2.7	54	—

$17,868

Skewering Blaster

Damage	Accuracy	Fire Rate
261	90.1	10.0
Reload	**Mag Size**	**Element**
3.5	43	

I'm a' firin' mah lazer!! For freedom!

$11,943

Severe Rocketeer

Damage	Accuracy	Fire Rate
182	90.5	5.1
Reload	**Mag Size**	**Element**
4.5	28	—

For when the revolution calls for rockets!

$3,827

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PISTOLS

Vladof pistols are repeaters—basically mini machine-guns. They'll dump out plenty of bullets at a fast clip, making them great at close to mid range. Perhaps the best way these weapons complement you is simply by using pistol ammo—let's say you love automatic weapons, but you find yourself running dry on your primary SMG and AR. Switch to a Vladof pistol, and you're right back to laying down a wall of lead using another pool of ammo.

Vengeful TMP

Damage	Accuracy	Fire Rate
129	86.0	8.7
Reload	**Mag Size**	**Element**
2.3	24	—

$1,866

Grim TMP

Damage	Accuracy	Fire Rate
80	94.6	8.0
Reload	**Mag Size**	**Element**
2.4	204	—

$863

Burning Veritas

Damage	Accuracy	Fire Rate
267	91.3	9.0
Reload	**Mag Size**	**Element**
1.7	35	

$7,170

Location

Mission: "Clan Wars: Wakey Wakey"

For truth, justice, and fire.

Righteous Anarchist

Damage	Accuracy	Fire Rate
170	90.3	11.4
Reload	**Mag Size**	**Element**
1.7	48	

All the bullets you need to bring down the establishment.

$4,228

Dva Infinity

CLASSIFIED!

CLASSIFIED!

$152,314

Location

CLASSIFIED!

Reloading is for wusses!!!

Purging Troublemaker

Damage	Accuracy	Fire Rate
190	87.8	7.3
Reload	**Mag Size**	**Element**
2.8	24	—

$2,120

WHAT A SAVINGS!

"Nothing like spewing Vladof's rain of bullets!"

– Zach Ford, Senior Level Designer

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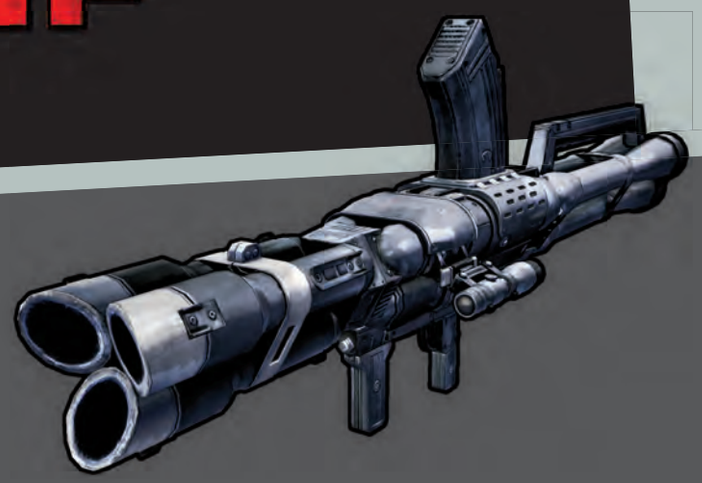
VLADOF



ROCKET LAUNCHERS

Vladof launchers are designed with discharges per reload in mind. Proprietary Vladof conservation technology allows Vladof rocket launchers to consume less ammo per shot than other launchers. Individual Vladof rockets may lack the punch of some other launcher brands, but this can be made up for through sheer volume of rockets used over the same period of time.

Moscovite's Hero

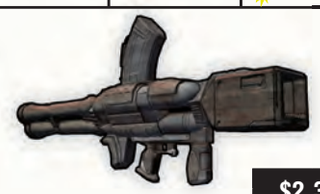
Damage	Accuracy	Fire Rate
2931	78.7	2.0
Reload	**Mag Size**	**Element**
4.8	5	

Be the hero of something by blowing up everything.

$12,239

Grim RPG

Damage	Accuracy	Fire Rate
925	70.7	2.2
Reload	**Mag Size**	**Element**
6.6	4	



$2,317

Paritisan Mongol

Damage	Accuracy	Fire Rate
4739	80.2	1.4
Reload	**Mag Size**	**Element**
4.6	6	

$155,625

Location

Dukino's Mom (mission: "Demon Hunter")

Leave a trail of destruction in your wake!

Turbulent Topneaa

Damage	Accuracy	Fire Rate
2318	80.2	3.1
Reload	**Mag Size**	**Element**
4.6	6	

Unleash a giant energy ball of... acid? Eh, whatever.

$15,438

THROW OFF THE CHAINS OF THE OPPRESSORS!

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SNIPER RIFLES

Vladof sniper rifles suit the assault sniper best, one who values quantity over quality. Other sniper rifles might hit harder, with bigger damage and better criticals, but Vladof sniper rifles can hit more often, faster.

Gromky Droog

Damage	Accuracy	Fire Rate
875	94.2	5.7
Reload	**Mag Size**	**Element**
3.1	2	—

More bullets for taking out entire armies of oppressors.

$14,349

Britva Lyuda

Damage	Accuracy	Fire Rate
812	95.8	5.7
Reload	**Mag Size**	**Element**
3.1	27	☣

$98,437

Location

Gettle, The Dust (mission: "The Good, The Bad, and The Mordecai")

Vladof laughs in the face of "one shot, one kill."

Sladsky Pooshka

Damage	Accuracy	Fire Rate
253	92.0	3.7
Reload	**Mag Size**	**Element**
4.2	8	—

$2,370

IS GOOD PRICE!

MARCUS MUNITIONS, INC.

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SHIELDS

Your personal shield module will keep you standing through all sorts of violence that should be mortally threatening. Every manufacturer except Jakobs cranks out their own signature protection, with slight differences in the nuance of the shield's behavior between brands. Every shield takes incoming damage in place of its user until it is shorted out, at which point, the user starts taking damage to health. If, while getting shot and having your shield whittled away, you can get into cover and get a breather, your shield starts recharging after a few seconds. Shield recharge delay represents how long it takes until your shield starts recharging (the faster, the better), and shield recharge rate represents how quickly you'll refill shield capacity (the bigger, the better).

Some shields may grant resistance or even immunity to certain elemental damage, but this is not a type of shield. Elemental resistance is a function of a shield having certain Maliwan parts, regardless of its base manufacturer. So, resistance or immunity on a shield will be in addition to one of these other base functions, rather than a trait of a type of shield unto itself.

SHIELD TYPE	MANUFACTURER	DESCRIPTION
Standard	Tediore	Normal behavior.
Roid	Bandit	Increases melee damage when depleted.
Turtle	Pangolin	Sacrifices health to increase shield capacity.
Booster	Dahl	Shield can deploy booster packs that can be picked up to refill shield.
Absorption	Vladof	Shield may absorb incoming bullets, adding them to your reserves.
Amplify	Hyperion	Fully charged shield adds power to the next gunshot.

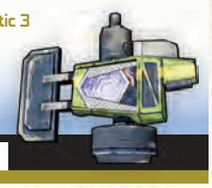
SHIELD TYPE	MANUFACTURER	DESCRIPTION
Adaptive	Anshin	Shield changes elemental resistance to the last elemental damage taken.
Explosive Spike	Torgue	Shield damages nearby enemies with explosions.
Explosive Nova	Torgue	Shield dissipates in an explosion when depleted.
Elemental Spike	Maliwan	Shield damages nearby enemies with elemental effects.
Elemental Nova	Maliwan	Shield dissipates in an elemental blast when depleted.

Unique & Legendary Shields Gallery

1340 Shield — Vladof

If you can't beat 'em, join 'em.

Characteristic 1: Chance to absorb enemy bullets.
Characteristic 2: Absorbed ammo is added to your Backpack.
Characteristic 3: —



Location
Mission: "Out of Body Experience"

Aequitas — Vladof

The second is better.

Characteristic 1: 10% addition Fight For Your Life time for every Aequitas or Veritas equipped in the party.
Characteristic 2: Chance to absorb enemy bullets.
Characteristic 3: Absorbed ammo is added to your Backpack.

Location
Mission: "Clan Wars: Wakey Wakey"

Order — Bandit

Chung-gunk!

Characteristic 1: When Law is in your hands, any melee damage you deal also heals you.
Characteristic 2: When depleted, melee attacks deal bonus Roid damage.
Characteristic 3: —

Location
Mission: "BFFs"

Pot O' Gold — Bandit

Blarney, I say! 'Tis blarney!

Characteristic 1: Chance to drop money when damaged.
Characteristic 2: —
Characteristic 3: —

Location
Mission: "Clan Wars: End of the Rainbow"

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Deadly Bloom

TORGUE

What do you mean…theoretically?

Characteristic 1	Characteristic 2	Characteristic 3
Releases an Explosive Nova blast when shield or health is depleted.	Possible: reduces damage from explosions.	—

Location

Mission: "The Overlooked: This is Just a Test"

Love Thumper

If thumping you is wrong, I don't want to be right.

Characteristic 1	Characteristic 2	Characteristic 3
When depleted, melee attacks deal bonus Roid damage.	Extremely long recharge delay.	—

Location

Mission: "Best Mother's Day Ever"

Flame of the Firehawk

MALIWAN

From the ashes she will rise.

Characteristic 1	Characteristic 2	Characteristic 3
Continuous Fire Nova blasts when depleted.	Must fully recharge between Novas.	Possible immunity to Fire damage.

Location

Mission: "Cult Following: The Enkindling"

The Transformer

VLADOF

Characteristic 1	Characteristic 2	Characteristic 3
Chance to absorb enemy bullets.	Absorbed ammo is added to your Backpack.	Possible immunity to electrocution.

Location

Pimon, Wildlife Exploitation Preserve

The Bee

HYPERION

Float like a butterfly…

Characteristic 1	Characteristic 2	Characteristic 3
When fully charged, next weapon shot deals bonus Amp damage.	No shield drain on amp shots.	—

Location

Hunter Hellquist (mission: "This Just In")

The Sham

VLADOF

Characteristic 1	Characteristic 2	Characteristic 3
Chance to absorb enemy bullets.	Absorbed ammo is added to your Backpack.	Huge absorb chance.

Location

BNK3R

Fabled Tortoise

PANGOLIN

Characteristic 1	Characteristic 2	Characteristic 3
Movement speed reduced while active.	High capacity; reduces max health.	Movement speed increased while depleted.

Location

Blue, Caustic Caverns (mission: "Safe and Sound")

Whiskey Tango Foxtrot

DAHL

Characteristic 1	Characteristic 2	Characteristic 3
Chance to drop an IED Booster when damaged.	—	—

Location

Chubby enemies

Black Hole

MALIWAN

Characteristic 1	Characteristic 2	Characteristic 3
Releases a Shock Nova blast when depleted.	Must fully recharge between Novas.	Singularity Nova!

Location

Foreman, Opportunity (mission: "Hell Hath No Fury")

Neogenator

ANSHIN

For an impenetrable shield, stand inside yourself.

Characteristic 1	Characteristic 2	Characteristic 3
Matches elemental resistance of last damage received.	Regenerates health when active. Damage to shield increases health regen rate.	Increases max health.

Location

Zed's Abomination (mission: "Monster Mash: Part 3")

Impaler

MALIWAN

Vlad would be proud.

Characteristic 1	Characteristic 2	Characteristic 3
Launches Corrosive homing spikes when damaged with bullets.	Deals Corrosive Spike damage to melee attackers.	Possible immunity to Corrosive damage.

Location

Second target of mission: "The Talon of God"

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GRENADES

Grenades are explosives that complement your normal, regularly scheduled gunplay. Like guns, there are several types of grenades, which come from different manufacturers and do different things. (Or, at least they find different ways to blow up.)

GRENADE TYPE	MANUFACTURER	DESCRIPTION
Standard	BANDIT TEDIORE	Grenade simply explodes when fuse runs out.
MIRV	BANDIT TORGUE	Grenade explodes into a shower of more grenades.
Bouncing Betty	DAHL	Grenade bounces and showers the surrounding area in bullets.
Area of Effect	VLADOF	Grenade afflicts anything that comes near with a particular type of damage.
Singularity	HYPERION	Grenade pulls in nearby enemies before exploding.
Transfusion	MALIWAN	Grenade siphons health from the target and grants it to the user.

Apart from how a grenade goes off, there's also the matter of how it is delivered. Any grenade type can be built using any grenade delivery system, so distinct grenades are plentiful just like guns. Some of the more advanced delivery system types don't show up on random looted grenades until you've leveled up sufficiently.

DELIVERY SYSTEM	LEVEL AVAILABLE
Lob	1
Lob sticky	6
Rubberized	11
Longbow	15
Longbow Sticky	15
Homing	18
Homing Sticky	18

As with guns, there's variance even within seemingly identical grenades. Apart from the particulars of the grenade type and its delivery system, there are several more variables:

- *Is the explosive fuse instant, short, or long? (Shorter is nearly always better, with grenades… enemies are quick to react to a rolling, ticking bomb!)*
- *Does the grenade feature an elemental property, or does it just deliver explosive force? If an element is present, what's the power of the elemental blast, and then the severity of the elemental aftereffect?*
- *Is the blast radius small or large? What level of force, and thus damage, is delivered to that blast radius?*
- *If the grenade spawns smaller "children" grenades, as MIRV types and many unique grenades do, how many does it create?*

So even comparing functionally identical grenades, or even different versions of the same unique, legendary grenade, you may find aspects you like better on one or the other.

Effective grenade use should supplement your wartime tactics with your guns and skills. You can equip a grenade that allows you to leverage an element that you don't have a good gun for at the moment… a few Corrosive grenades chucked at a group of loaders can soften them up quite nicely. If you DO have a Corrosive gun against loaders, then a Slag-capable grenade is just the thing to amplify your already terrific Corrosive damage. Grenades don't just have to be for pushing damage advantages, though—Singularity grenades can be incredibly valuable for crowd control, giving essentially any class Maya's Converge skill. And Transfusion grenades can keep you alive in a pinch—think of them as health pickups you have to detonate in an enemy's face in order to receive.

Unique & Legendary Grenades Gallery

Fuster Cluck

BANDIT

Make it rain!

Characteristic 1
Throw a handful.

Characteristic 2
Elemental versions possible.

Characteristic 3
—

Location
Mission: "Pretty Good Train Robbery"

Bonus Package

TORGUE

2x more awesome, bonus extreme!

Characteristic 1
Spawns child grenades.

Characteristic 2
Deals bonus Explosive damage.

Characteristic 3
Initial explosion creates child grenades, which explode and create children once more.

Location
Boom & Bewm, Southern Shelf

Kiss of Death

MALIWAN

It takes two to get one in trouble.

Characteristic 1
Spawns child grenades.

Characteristic 2
Deals bonus Explosive damage.

Characteristic 3
Homing; saps health.

Location
Mission: "Hell Hath No Fury"

Bouncing Bonnie

DAHL

Your sister is such a bitch.

Characteristic 1
Rubberized grenade bounces until impact, spawning a bullet and grenade area of effect fountain.

Characteristic 2
Deals bonus Explosive damage.

Characteristic 3
—

Location
Loot Midgets

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Fastball

TEDIORE

Forget the curveball Ricky, give him the heater.

Characteristic 1	Characteristic 2	Characteristic 3
What an arm!	Deals bonus Explosive damage.	—

Location

Boll, Three Horns

Fire Bee

VLADOF

Characteristic 1	Characteristic 2	Characteristic 3
Fire.	Grenade becomes flamethrower fountain and flaming grenade spot.	—

Location

Get lucky and tell us!

Leech

MALIWAN

Characteristic 1	Characteristic 2	Characteristic 3
Spawns child grenades.	Elemental damage.	Homing.

Location

The second target of mission: “The Talon of God.”

Quasar

HYPERION

Characteristic 1	Characteristic 2	Characteristic 3
Shock.	Singularity.	—

Location

Ultimate Badass Varkid

Rolling Thunder

TORGUE

Characteristic 1	Characteristic 2	Characteristic 3
Rubberized grenade explodes each bounce.	Deals bonus Explosive damage.	—

Location

Old Slappy

Storm Front

VLADOF

Characteristic 1	Characteristic 2	Characteristic 3
Shock damage.	Area of effect grenade spawns area of effect children.	—

Location

Anywhere or nowhere… maybe.

CLASS MODS

Class mods are items that greatly enhance the specific abilities of your character while offering some cool aesthetic customization. Class mods are pointed toward particular purposes—one might enhance one type of weapon while also boosting certain skills related to that weapon, as well, while another class mod might be focused on increasing maximum health or shields. Class mods frequently come with bonuses to certain skills granted by the class mod—essentially, class mods can add more points into skills as long as you've spent one hard-earned skill point to unlock a skill in the first place. (Equip a class mod that boosts a skill you haven't purchased, and you'll gain no bonus.) You can ultimately invest five skill points into a particular skill to cap it, then (if you're lucky) snag a class mod that grants five or more *extra* points into the skill, doubling the effect, or even more!

It is said that there are rare orange rarity class mods out there, waiting to be found by Vault Hunters who can bring down the very toughest monsters Pandoran adventurers have seen to date…

Class Mods Gallery

Engineer — DAHL

Characteristic 1: Action skill cooldown rate +.
Characteristic 2: —

Possible Skill Boost
Battlefront (Front Line)
Resourceful (Efficiency)
Sentry (Sentry)

Grenadier — TORGUE

Characteristic 1: Grenade damage +.
Characteristic 2: Explosive damage resist +.

Possible Skill Boost
Steady (Expert)
Impact (Impactful)
Grenadier (Master)

Gunner — VLADOF

Characteristic 1: Team fire rate +.
Characteristic 2: —

Possible Skill Boost
Overload (Support)
Full Auto (Auto)
Metal Storm (Heavy)

Pointman — PANGOLIN

Characteristic 1: Health regeneration.
Characteristic 2: Max health +.

Possible Skill Boost
Pressure (Juiced)
Grit (Unstoppable)
Last Ditch Effort (Grisly)

Rifleman — DAHL

Characteristic 1: Assault rifle magazine size +.
Characteristic 2: Assault rifle gun damage +.

Possible Skill Boost
Impact (Impact)
Onslaught (Assault)
Battlefront (Front Line)

Shock Trooper — MALIWAN

Characteristic 1: Shock damage resist +.
Characteristic 2: Electrocute damage +.

Possible Skill Boost
Quick Charge (Security)
Onslaught (Assault)
Metal Storm (Heavy)

Specialist — HYPERION

Characteristic 1: SMG accuracy +.
Characteristic 2: —

Possible Skill Boost
Extended Burst (Military)
Ready (Warfare)
Forbearance (Hazard)

Tactician — ANSHIN

Characteristic 1: Team shield recharge rate +.
Characteristic 2: Team shield recharge delay -.

Possible Skill Boost
Battlefront (Front Line)
Resourceful (Efficient)
Preparation (Determined)

Veteran — DAHL

Characteristic 1: Reload speed +.
Characteristic 2: Magazine size +.

Possible Skill Boost
Steady (Expert)
Pressure (Resolute)
Last Ditch Effort (Die Hard)

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Maya the Siren

Banshee — BANDIT

Characteristic 1: Shield recharge rate +.
Characteristic 2: Shield recharge delay -.

Possible Skill Boost
Immolate (Unyielding)
Fleet (Breakneck)
Backdraft (Scorched)

Binder — MALIWAN

Characteristic 1: Team cooldown rate +.
Characteristic 2: —

Possible Skill Boost
Reaper (Cunning)
Helios (Hell)
Suspension (Chrono)

Cat — HYPERION

Characteristic 1: SMG gun damage +.
Characteristic 2: SMG accuracy -.

Possible Skill Boost
Mind's Eye (Killer)
Wreck (Scheming)
Accelerate (Wild)

Fox — MALIWAN

Characteristic 1: Burn chance +.
Characteristic 2: Burn damage +.

Possible Skill Boost
Blight Phoenix (Plague)
Helios (Hell)
Reaper (Cunning)

Matriarch — PANGOLIN

Characteristic 1: Max health +.
Characteristic 2: Magazine size +.

Possible Skill Boost
Life Tap (Leeching)
Sustenance (Relentless)
Elated (Angelic)

Nurse — ANSHIN

Characteristic 1: Team health regeneration +.
Characteristic 2: —

Possible Skill Boost
Restoration (Merciful)
Elated (Angelic)
Sweet Release (Heavenly)

Trickster — VLADOF

Characteristic 1: Fire rate +.
Characteristic 2: —

Possible Skill Boost
Life Tap (Thieving)
Kinetic Reflection (Mirrored)
Chain Reaction (Blurring)

Warder — ANSHIN

Characteristic 1: Shield capacity +.
Characteristic 2: —

Possible Skill Boost
Wreck (Scheming)
Ward (Guarded)
Recompense (Rebounding)

Witch — MALIWAN

Characteristic 1: Corrode chance +.
Characteristic 2: Corrode damage +.

Possible Skill Boost
Helios (Hell)
Flicker (Splatter)
Kinetic Reflection (Bullet)

Salvador the Gunzerker

Beast — TORGUE

Characteristic 1: Max health +.
Characteristic 2: Reload speed +.

Possible Skill Boost
Just Got Real (Savage)
Incite (Vengeful)
Sexual Tyrannosaurus (Altered)

Berserker — TORGUE

Characteristic 1: Cooldown rate +.
Characteristic 2: —

Possible Skill Boost
Lay Waste (Unhinged)
Last Longer (Two Gun)
Yippee Ki Yay (Unstoppable)

War Dog — DAHL

Characteristic 1: Reload speed +.
Characteristic 2: Magazine size +.

Possible Skill Boost
5 Shots, or 6 (Lucky)
Out of Bubblegum (Determined)
Filled to the Brim (Hoarding)

Devastator — BANDIT

Characteristic 1: Team magazine size +.
Characteristic 2: —

Possible Skill Boost
Filled to the Brim (Hoarding)
Just Got Real (Savage)
Divergent Likeness (Pragmatic)

Raider — BANDIT

Characteristic 1: Assault rifle accuracy +.
Characteristic 2: Shield capacity -.

Possible Skill Boost
Locked and Loaded (Cocky)
Money Shot (Auspicious)
Incite (Vengeful)

Renegade — JAKOBS

Characteristic 1: Pistol gun damage +.
Characteristic 2: Pistol accuracy -.

Possible Skill Boost
I'm Your Huckleberry (Suave)
Incite (Vengeful)
All I Need is One (Cocky)

Tank — PANGOLIN

Characteristic 1: Shield capacity +.
Characteristic 2: Shield recharge rate +.

Possible Skill Boost
I'm the Juggernaut (Armored)
Diehard (Hulking)
Asbestos (Resistant)

Titan — ANSHIN

Characteristic 1: Health regeneration.
Characteristic 2: Gun damage +.

Possible Skill Boost
Diehard (Hulking)
Out of Bubblegum (Grand)
I'm the Juggernaut (Armored)

Hoarder — VLADOF

Characteristic 1: Team bullet regeneration.
Characteristic 2: —

Possible Skill Boost
Lay Waste (Unhinged)
5 Shots, or 6 (Lucky)
Filled to the Brim (Loaded)

Zero the Assassin

Infiltrator — DAHL

Characteristic 1: Fire rate +.
Characteristic 2: Melee damage +.

Possible Skill Boost
Be Like Water (Graceful)
Unforeseen (Tricky)
Iron Hand (Rugged)

Killer — HYPERION

Characteristic 1: Team critical damage +.
Characteristic 2: —

Possible Skill Boost
Fearless (Unpredictable)
Killer (The)
Ambush (Contemptible)

Ninja — MALIWAN

Characteristic 1: Melee damage +.
Characteristic 2: —

Possible Skill Boost
Backstab (Shadow)
Resurgence (Bloodied)
Killing Blow (Lethal)

Professional — DAHL

Characteristic 1: Reload speed +.
Characteristic 2: Shield capacity +.

Possible Skill Boost
Two Fang (Unequaled)
Killer (The)
Ambush (Succinct)

Shot — HYPERION

Characteristic 1: Team accuracy +.
Characteristic 2: —

Possible Skill Boost
Optics (Long)
Precision (Sure)
Kill Confirmed (True)

Sniper — JAKOBS

Characteristic 1: Sniper rifle gun damage +.
Characteristic 2: Sniper rifle critical damage +.

Possible Skill Boost
Precision (Tranquil)
One Shot One Kill (One Shot)
Headshot (Deadly)

Spy — MALIWAN

Characteristic 1: Cooldown rate +.
Characteristic 2: —

Possible Skill Boost
Velocity (Swift)
Ambush (Contemptible)
Unforeseen (Tricky)

Stalker — VLADOF

Characteristic 1: Pistol fire rate +.
Characteristic 2: Pistol magazine size +.

Possible Skill Boost
Rising Shot (Disturbed)
Followthrough (Shadow)
Counter Strike (Razored)

Survivor — BANDIT

Characteristic 1: Max health +.
Characteristic 2: Health regeneration.

Possible Skill Boost
Ambush (Contemptible)
Rising Shot (Disturbed)
Resurgence (Bloodied)

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RELICS

Relics are leftover pieces of ancient Eridian tech that grant their bearer terrific bonuses. Depending on your particular character and style of play, a particular relic focus will work best for you.

RELIC TYPE	DESCRIPTION
Vitality	Increases health statistics.
Stockpile	Increases ammo capacity for various ammo types.
Protection	Enhances shield capabilities.
Strength	Enhances melee ability.
Resistance	Decreases damage received by various damage types.

RELIC TYPE	DESCRIPTION
Tenacity	Improves Second Wind capabilities.
Proficiency	Action skill cooldown rate +.
Elemental	Specific damage type enhanced.
Aggression	Specific weapon type enhanced.
Allegiance	Specific manufacturer's products enhanced.

Unique & Legendary Relics Gallery

Lucrative Opportunity

—

Characteristic 1
Causes shop timers to count down faster.

Location
Classified

Deputy's Badge

Who the hell shot me?

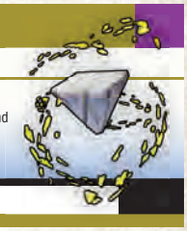
Characteristic 1
Increases Fight For Your Life time by 10% for every player equipped with a Deputy's Badge.

Location
Mission: "Showdown"

Sheriff Badge

Take turns and play nice.

Characteristic 1
Increases Fight For Your Life time and max health by 15% for every player equipped with a Deputy's Badge.



Location
Sheriff, Lynchwood

Moxxi's Endowment

—

Characteristic 1
Increases XP gained by killing enemies.

Location
Mission: "The Good, The Bad, and The Mordecai"

Vault Hunter

—

Characteristic 1
Increases chance of enemies dropping rare loot.

Location
Classified

The Afterburner

—

Characteristic 1
Enhances vehicle boost capabilities.

Location
Mission: "Positive Self-Image"

GUN GLOSSARY

With few exceptions for uniquely titled weapons, each gun's name is comprised of a prefix and a title: "Operational Strike," "Auditing Competition," "Ee'nastick Callipeen," and so on. The first part is the prefix, the second part is the title. These names can tell you a lot about the guns they describe, if you know what the terms mean. This can help you determine how one gun's performance differs from others of similar construction. It also alerts you to special traits guns can have that aren't necessarily spelled out on the stat card.

Anatomy of a Firearm

As mentioned earlier, several components comprise each gun:

Body: The body of the gun, to which all other parts attach. The body contains the receiver and magazine, so it will determine what kind of reload the weapon will have. Is it breech loaded like the classically-built Jakobs? Loaded with a standard box mag? Drum loaded? Disc loaded? Just tossed aside Tediore-style? The manufacturer of the body is also ultimately the manufacturer of the entire gun, no matter where other parts of it got outsourced from. This governs some of the most important characteristics no matter what else is on the gun, since the differences between manufacturers are fundamental. The overall performance of any gun will always be in accordance with its manufacturer's mission statement.

Barrel: The guiding cylinder through which a fired round first travels en route to its target. The barrel determines a lot about the ballistics of the fired round. How fast the round travels, how accurately it flies, how much impact force it'll have, even the type of round fired in the first place, are all primarily influenced by the barrel. Of course, the barrel determines much of the gun's overall performance.

Grip: The part the user holds to operate the weapon. Though a gun's grip doesn't have a direct effect on its payload's performance, a good grip can mean all the difference in terms of fire rate, recoil reduction, reload speed, and just general gun handling. While the grip normally won't affect the capabilities of a gun as other parts, its subtle contributions are seldom overlooked by experienced marksmen.

Sight: The part used to actually aim the weapon at what the user is trying to kill. Though many guns on Pandora have special scopes or sights attached to them, it's common to find weapons that still use the trusty "iron sights" pegs to help users hit their mark. Usually, guns of Green rarity or higher will come with an aftermarket sight fixture. Whites usually aren't that fancy. Regardless, aiming down any sight will greatly increase the user's accuracy when firing. That's why it's called "aiming."

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Accessory Prefixes

If a gun is equipped with an accessory or post-construction modification, the prefix will reflect it, and clue you in to the nature of the bonus.

Pistols

ACCESSORY EFFECT	BANDIT PREFIX	DAHL PREFIX	HYPERION PREFIX	JAKOBS PREFIX	TEDIORE PREFIX	MALIWAN PREFIX	TORGUE PREFIX	VLADOF PREFIX
Melee damage +	Baynaneted	Close Quarters	Action	Bowie	Evisceration	Perma-Sharp	Thrusting	Patriot's
Accuracy +	misles	Floated	Earnest	Straight Shootin'	Punctilious	Dependable	Explicit	Righteous
One trigger squeeze fires two shots	Dubble	Twin	Redundant	Two Fer	Binary	Two for One	Double Penetrating	Dva
Stability +	Marxmans	Tactical	Core	Gunstock	Elegant	Clean	Stiff	Resolute
Magazine size +	Extendified	Loaded	Maximized	Loaded	Surfeit	Jam Packed	Crammed	Unending
Damage +	murduerer's	Neutralizing	Win-Win	Dastardly	Potent	Super	Hard	Purging
Fire rate +	Rapider	React	Dynamic	Trick Shot	Expeditious	Peppy	Intense	Vengeful

Assault Rifles

ACCESSORY EFFECT	BANDIT PREFIX	DAHL PREFIX	JAKOBS PREFIX	TORGUE PREFIX	VLADOF PREFIX
Damage +	Nassty	Attack	Boss	Nasty	Ferocious
Fire rate +, accuracy -	Wyld Asss	Feral	Wild	Wild	Rabid
Melee damage +	Nifed	Breach	Razor	Stabbing	Skewering
Bullet speed +	Fast Bulets	Deep	Cowboy	Slippery	Swift
Stability +	Taktikal	Patrol	Horse	Rhythmic	Resolute
Magazine size +	Expandifide	Onslaught	Flush	Plump	Exspansive
Accuracy +	Akurate	Scout	Deadshot	Rigorous	Severe

SMGs

ACCESSORY EFFECT	BANDIT PREFIX	DAHL PREFIX	HYPERION PREFIX	MALIWAN PREFIX	TEDIORE PREFIX
Melee damage +	Cuting	Bladed	Cutting Edge	Acuminous	Perma-Sharp
Accuracy +	Akurate	Deft	Analytical	Guileless	Guaranteed
Damage +	Murduring	Stopping	Rightsizing	Consum-mate	Hefty
Bullet speed +	Bulets Go Fasterifed	Flying	Proactive	Impetuous	Brisk
Stability +	Ballanced	Stoic	Corporate	Lucid	Quality
Reload speed +	Agresive	Skirmish	Social	Apt	Refill

Rocket Launchers

ACCESSORY EFFECT	BANDIT PREFIX	MALIWAN PREFIX	TEDIORE PREFIX	TORGUE PREFIX	VLADOF PREFIX
Magazine size +	Roket Pawket	Plenteous	Bonus	Deep a	Worker's
Accuracy +	Snyper	Pertinent	Ultrapre-cise	gaa dunk ga	Victorious
Melee damage +	gratuitius	Proximate	Multi-Use	pokee doke	Revolt
Reload speed +	fast actons	Prudential	Stocking	dippity	Ruthless
Weapon swap speed +	Quik Drawler	Parataxis	Swapper's	fwap a	Mosco-vite's
Rocket speed +	Speeedee	Punitory	Rocket Speed	fidle dee	Paritisan
Fire rate +	Rappid	Predacious	Bustling	dum pa	Turbulent
Damage +	Big	Puissant	Large	derp	Rugged

Sniper Rifles

ACCESSORY EFFECT	DAHL PREFIX	HYPERION PREFIX	JAKOBS PREFIX	MALIWAN PREFIX	VLADOF PREFIX
Melee damage +	Cartel	Contingent	Tl'kope	Sublime	Britva
Accuracy +	Surgical	Longitu-dinal	Siah-siah	Dandy	Zammechat
Critical damage +	Night	Venture	Tumtum	Gentle-man's	Razrez
Stability +	Liquid	Cohesion	Chikamin	Fashion-able	Dobby
Magazine size +	Operational	Resource	Hyiu	Monstrous	Bolshy
Fire rate +	Suppres-sive	Operational	Klook	Banbury	Skorry
Damage +	Pacifying	Auditing	Skookum	Barking	Gromky

Shotguns

ACCESSORY EFFECT	BANDIT PREFIX	HYPERION PREFIX	JAKOBS PREFIX	TEDIORE PREFIX	TORGUE PREFIX
Melee damage +	Slising	Restructuring	Barbed	Swiss	Bad Touch
Magazine size +	Drumed	Scalable	Sidewinder	Extra Large	Desperate
Projectile count +	Redy Stedy	Social	Well Kept	New and Improved	Sinewy
Bullet speed +	Sketer	Potential	Huntin'	Original	Potent
Critical damage +	Critikal Hit	Critical	Doc's	Royal	Juicy
Reload speed +	Quik Loadeder	Reactive	Texas	Basic	Impetuous
Stability +	Assssult	Practicable	Rustler's	Gentle	Casual

Stock: The gun's stock does a lot to help the stability of the weapon (the sway while you attempt to move around and aim), its accuracy (how true rounds fly from the barrel to the center of the targeting reticle), and how much recoil it has (how severe the jogging of the weapon is after discharge). Certain weapons, like pistols and some shotguns, don't possess stocks. You can pretty much expect these weapons to either have crap accuracy, or kick like a mule.

Element: Maliwan specializes in elemental tech weapons, including a capacitor in every gun to produce an elemental effect. Due to their popularity, other manufacturers have licensed Maliwan's tech to put into their guns as well, and one can find elemental tech variant of many weapons. The two exceptions are Jakobs and Torgue. Jakobs considers all this elemental tech to be too newfangled and different, and the only "elemental effect" Torgue wants out of their guns is EXPLOOOOODIIIIING!!

It is usually fairly easy to spot whether or not a weapon has been outfitted with elemental tech: its capacitors glow with a bright light depending on which element imbued inside; orange for flames, blue for electricity, green for corroding acid, and purple for Eridium-tainted Slag. Manufacturers might also decide to name the weapon "burning" or "shock" in order to hammer the point home.

Accessory: As with elemental capacitors and special sights, weapons of Green quality or higher might come affixed with an accessory or special modification. These mods enhance the weapon with a serious performance boost in one particular area. These boots are usually so significant that manufacturers will append a special prefix to the model of the weapon to signify its special-ness. There are all kinds of accessories: attachments, clamps, and clips that ensure bullets fly more accurately (or *less* accurately but with a higher rate of fire); laser sights, foregrips, and barrel mods to improve stability and accuracy; bayonets and blades to boost melee damage; receiver mods that cause more than one bullet to be discharged per trigger squeeze; and so on.

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Sir Hammerlock's Almanac of Pandoran Beasts

(and other things you should shoot)

After hearing countless tales about the variety and lethality of its ecology, I decided that I must travel to the colony world of Pandora. After spending many a month here I can safely say that the stories are false: they paint over the true nature of Pandora's wildlife with a sweet candy coating. At first, I considered calling my tome the "Almanac of Deadly Pandoran Beasts," but after seeing how every living being on this inhospitable backwater planet would gladly tear out a man's throat, I decided it would be redundant. Though it literally cost an arm and a leg, I dutifully studied these creatures and compiled all of my notes into this book. I can only hope that some good people use my research to thoroughly eradicate each and every blighted monstrosity that spawned from this hellhole.

ENVIRONMENTAL AWARENESS

FLORA

Even the plants on Pandora are deadly. The hostile, bare climate here doesn't offer much to sustain vegetation, but still some persists. These plants, like the wildlife around them, have developed harsh defense mechanisms, one matching each major element.

Stinging Cacti arc shield-sapping electricity around them when provoked.

Firemelons explode if anything hits them, splashing flames all over the surrounding area.

Necrophage plants release homing, corrosive spores if disturbed. These bulbs seek out the nearest enemy and collide with them, spreading caustic fluid.

OTHER HAZARDS

You'll also find areas outright flooded with Slagged fluid, or corrosive ichor, or molten lava… suffice it to say, tread over these surfaces at your peril—you will begin to feel the effects immediately, and your shields and health will only hold out for so long while exposed to certain hazards.

Barrels of various elements and explosive gas cylinders have been left around as both supplies for and by-products of various industrial sites on Pandora. Their effect will match their color. Yellow are simply explosive, red are fire, blue are shock, green will corrode, and purple are Slag.

EXP Loaders and Suicide Midgets bring the boom right to you, like barrels that want to be friends. Similarly, some Nomads are equipped with pack technology that works much like gas cylinders and barrels. Shoot the pressurized gas canister on a flamethrower-wielding Nomad's back and it will explode, killing him and probably anyone near him; shoot the electric capacitor on the back of a Shock Trooper Nomad to cause his arc projector to go nuts, electrocuting anyone nearby. They are like mobile barrels.

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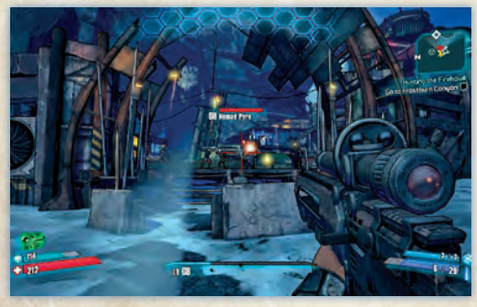
FAUNA: WILDLIFE ON PANDORA

> *I am very happy with the massive enemy variety that we have in Borderlands 2. It took minor miracles to pull off so many enemy types. I have played the game hundreds of hours and I still see things I haven't seen before. I have a particular soft spot in my heart for our bots.*
>
> *– JOHN ANDERSON, LEVEL DESIGNER*

ORIGIN OF A SPECIES: ENEMY DENS AND SPAWNING

DENS



Wildlife and humanoids tend to congregate around what can be thought of as dens, or areas of interest. These dens will also often be named places of discovery, as it so happens. From afar, you'll see enemies leisurely patrolling their den; while you're merely in sight of the den and the enemies within, nothing will happen; not until you come near or provoke them from afar will the enemies of the den be alerted to your presence. Once they're alert they'll attack and perhaps give chase, unless you beat quite a distant retreat and leave the area altogether. If you defeat every enemy, the den will repopulate after 25 minutes, or after you leave the region entirely and return (by using a loading screen).

MOONSHOT BARRAGES

The Hyperion space station that dominates your view of the sky anytime you're outdoors is capable of shooting reinforcements down with pinpoint accuracy, right to the intended target (which is almost always you). Apart from dropping off loader reinforcements from orbit, this allows the remote deployment of Constructor Bots to immediately boost Hyperion presence anywhere on Pandora.

> *Hyperion has sent me countless orbital dropped toys to break. Blowing their robotic limbs off never gets old.*
>
> *– RICK PORTER, GAME DESIGNER*

CONSTRUCTOR BOTS

These robot behemoths are mobile combat construction yards, designed to take a position and hold it with or without support—given time, a Constructor builds its own support. Constructors will deploy a surveyor to provide repair support, then they will begin digistructing loader units on the spot… nail the Constructor with Critical Hits in the red sensor eye during this process to interrupt the digistructing process. Constructors are also themselves outfitted with powerful weapons, and are virtually immune to status effects and grenade damage. (Though as armored targets they still take bonus impact damage from Corrosive sources.)

ENEMY SPECIES, FAMILY, AND ALLEGIANCE

Each enemy represents a species within a family. Various species within a family are friendly among themselves, but generally not friendly with other families. If a marauder aims at you but misses and disturbs a bullymong den with the whizzing bullet, the bullymongs will be alerted and go after *him*! It's not uncommon to see battles in progress between Pandoran wildlife and encroaching elements of civilization. For example, you may come upon bandits fighting spiderants, or loaders fighting threshers. They aren't friends to one another any more than they are friends with you. You can use this to your advantage, allowing warring factions of foes to wear themselves out, while you pick away at them all from the sidelines.

Infighting enemies do your work for you.

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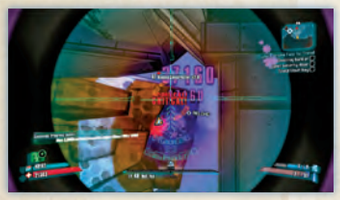
> *The new enemies in Borderlands 2 are awesome in many new ways, but the best part is when you get them to fight each other for your amusement. Moxxi would be proud.*
>
> **– RICK PORTER, GAME DESIGNER**

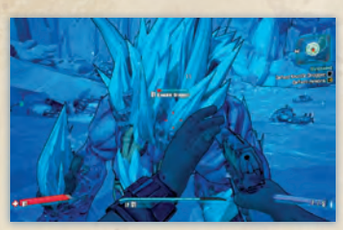
Some enemy families work together despite being different—occasionally allegiance runs deeper than blood. Hyperion troops and Hyperion loaders naturally work together, for example. Goliaths are also friendly with other humanoid enemies… until their little security caps get knocked off. Then they aren't friendly with anyone. Maya's Motion tree capstone skill Thoughtlock changes her Action Skill into one that confuses the target, switching their allegiance over to the side of the Vault Hunters! Does having a Super Badass Loader on your side sound appealing?

ENEMY GRADE— PEONS AND BADASSES

Just as your weapons have a rarity, so too do enemies have a sort of grade. Most are merely categorized as peons, run-of-the-mill adversaries, a dime a dozen, always the bridesmaids but never the brides (add your own clichés here). Consider these your commons or whites/greens.



But some enemies are rougher, tougher, and fit for the moniker Badass—a title that signifies amplified abilities, health, and damage, as well as better loot upon death. Badasses are sort of like your rare items, your blues/purples, except the part where those things don't try to kill you, and Badass enemies do.



Bosses are, of course, considered Badasses.

For global purposes of damage and health multipliers strictly affected by the playthrough mode (Normal or True Vault Hunter) and the number of players (one through four), there are two grades of enemies: Peon, and Badass. That's it.

ANIMAL BEHAVIOR

MANEUVERING

A monster's first priority in the wild is to ask: how do I get in the best position to murder a Vault Hunter? If it can get there safely, it will. Many enemies must simply run, like humanoids or skags. Some enemies can leap or even fly great distances, like bullymongs, varkids, and loaders.

While approaching or moving about, most enemies are intelligent and aware enough to perform at least nominal dodging, such as trying to leap away from a grenade or roll sideways out from in front of the path of oncoming projectiles.

Burrowers transit from position to position in the womb of the earth, where surface dwellers cannot follow. Cloakers are virtually undetectable to the naked eye when their device is functioning.

ATTACKING

Enemies will attack when they're in position to do so. Up close this will usually be with a charging attack, a melee swipe, an area-of-effect pound, or a leaping pounce. From further away it's typically an axe toss, or gunfire, or beam, or some other type of ranged attack.

TAKING COVER

Lithe humanoids that engage in gunplay with you are also apt to take cover, if it's available. Not big, bulky brutes like nomads, but more agile foes like marauders. Enemies can stretch to shoot out from above of cover, or off to either side. They can be flushed out with grenades, and with mortar-like projectiles, if you're lucky enough to find a gun outfitted with them. (Later on: Axton can flush anything out of cover by deploying a Longbow Mag-Lock Sabre Turret. Or how about *two* of them, with Gemini?)

TEAMWORK

Nomads are heavy brutes who hold authority within bandit and marauder clans; if a nomad calls for aid, the lesser scum pay attention. A nomad may summon all his mates to charge, or take cover, or to throw grenades together—that last one is pretty important! Listen carefully and you'll hear the nomads shouting orders.

Similarly, spiderants can command lesser of their same species, though you won't understand the noises they make as commands. Badass elemental skags can also imbue lesser skags around them with the same element.

RETREATING

Some enemies will actually try to retreat, either when the tide is turning against their allies, or when they're injured and ailing. Your charity for these cases should be measured; if they somehow heal on the sidelines, they'll only return to try to kill you again.

INJURIES

When a creature is especially low on life, it will exhibit obvious signs of exhaustion and distress. Usually, beasts are relatively easy to finish off at this point; the hard work of the hunt is mostly done, since they're so stripped of offensive and defensive ability by then. In a nasty firefight you might even use this to your advantage, leaving low life enemies injured, but still alive. If there are other difficult enemies in the vicintiy, the diminished threat of the dying enemies is worth having around for the easy Second Wind they'll score a Vault Hunter who goes down.

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A LAND OF FLESH, ARMOR, & SHIELDS

The elements of Pandora interact with surfaces differently, which is relevant in that there are elemental bullets, and any given creature is surely made of surfaces. Just as fire burns harshest against flesh, so fleshy enemies like bullymongs, varkids, and unarmored psychos will take extra damage from Fire weapons. Corrosive damage eats away armor very effectively. It will avail you quite well against the numerous loaders you'll face, spawned from Constructor Bots or launched during moonshot barrages. Against shielded and cloaking enemies, nothing competes with Shock weaponry. Last but not least, Slag doubles the damage of anything that isn't Slag, once it's applied.

Certain element and surface combinations result in damage resistance, too: shields diminish the damage of anything except Shock, flesh mildly diminishes the damage of Corrosive, armor greatly diminishes the damage of Fire. If you aren't matching up the weapon you're using with the elemental weakness of your current target, then you'll at least want to make sure you aren't using something less effective than normal, either. Details on Normal Mode and True Vault Hunter Mode can be found in both Claptrap's Guide to Minioning and the Marcus Munitions Monthly sections of this book.

The status effects that elemental attacks can cause—Fire burning, Shock sparking, Corrosive corroding—are by no means guaranteed. Each round or attack will have a chance to successfully cause the effect, which is further skewed by the levels of you and the target—the higher their level, the more likely they resist. Some monsters have a particularly high resistance to a given element, and will ignore that damage most or all of the time. In these cases you'll simply see "RESIST" popping out about them, and you should switch to a different element posthaste. Often you won't have difficulty sticking status effects after a few rounds, though, and some skills make the process even more foolproof. And, while only one visual effect will be represented (like green for corrosion or purple for Slag), every effect can be present and dealing damage at once!

Some enemies use physical shielding so thick it cannot be pierced by conventional weaponry; it's here, among other places, that Explosive rounds shine. Especially the gyrojet-equipped Torgue weapons that fire mini rockets quickly. The blast radius damage from Explosive weapons pierces certain types of shielding where no other weapon will.

ALMANAC BONAFIDES

This section breaks down how each monster is covered in the Bestiary.

1 TVHM Name: Most enemies have different names after you've completed the first playthrough (Normal Mode) and started again in True Vault Hunter Mode.

2 Health Multiplier: Indicates the enemy's health, relative to other targets of the same level. The higher the number, the sturdier the target; a "6" here means the monster will be "6" times sturdier than average!

Adult Bullymong

1 TVHM NAME:
Savage Bullymong

These fully-grown, heavily-muscled bullymongs can either attack up close or throw objects from afar. Adults may opt to leap in and charge, or fight from a distance. The Adult Bullymong's health pool is notably larger than lesser bullymongs, so keep that in mind when prioritizing bullymong targets on the battlefield.

2 HEALTH MULTIPLIER	3 SHIELD LEVEL	4 DMG. MULTIPLIER	5 XP VALUE	6 CRIT. AREAS	7 WEAK./RES.
6	—	5	Tough	Head	/ —

LOCATION: Southern Shelf, Three Horns, Eridium Blight

8

3 Shield Level: If a monster can have a shield in the first place (many cannot), its possible shield level will be displayed here. As with health, this is a relative value; a higher number indicates the monster has a higher-capacity shield.

4 Damage Multiplier: As with health and shields, this is a relative value that shows the monster's damage offset from normal. A "1" here indicates average damage. A "9" would indicate a *very* powerful enemy.

5 XP Value: For purposes of XP, there are eight grades: chump, normal, normal+, tough, tough+, Badass, Super Badass, and Ultimate Badass. The game scales around you, depending on where you are in the story and where you've been, so there aren't absolute values for anything; only values relative one another. In other words, an enemy that gives a chump level of XP is always going to give you boring XP, and an enemy rated at an XP level of Ultimate Badass will always give astounding XP. (And probably a fantastic fight!)

6 Critical Areas: Shooting certain spots on each creature causes Critical Hit damage, which is much more than regular damage. In addition to greatly increased damage, Criticals may also cause abnormal reactions from the victim, such as flinching that interrupts action, or a crippling injury.

7 Weakness/Resistance: As mentioned earlier, flesh is weak to Fire, and so on. Notable strengths and weaknesses are listed here.

FIRE

CORROSIVE

EXPLOSIVE

SHOCK

SLAG

8 Location: Where the subject may be found.

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BULLYMONGS

With opposable thumbs, possible bipedal movement, and a vibrant (if abusive) social structure, bullymongs represent one of the high points of Pandoran evolution. This still isn't very encouraging. These somewhat intelligent, freakishly strong creatures have developed some higher cognitive function, but it isn't enough for calculus more difficult than "Can I throw this thing at this other thing?" and "Can I dodge that thing being thrown at me?" Those are actually pretty advanced problems for a lifeform to solve, but a bullymong still isn't going to be tutoring anyone through their trigonometry homework (even if they intuitively understand parabolas). And that's just fine because you will be working out your difference with them via violence rather than rational conversation. These brutish four-armed arctic space gorillas chuck everything from rocks and barrels to cars; so of course it's going to be violent.

Bullymongs can move by running, charging, and by propelling themselves in great parabolic leaps. Their leaping ability means you won't find a spot that's safe from them; if they're aware of you, they'll make it to you somehow. Bullymongs can leap and charge to attack up close, or they may hurl projectiles from far away. Smaller projectiles can be shot from the air, and doing so actually earns progress toward a Challenge. Large projectiles like cars and huge boulders cannot be destroyed, so get out of the way!

With one rare exception, all creatures in the bullymong family are vulnerable to fire. The head of a bullymong is the weak spot—yup, that tiny head. Bullymongs in general have large health pools, and require a lot of punishment to bring down. At low health bullymongs become severely injured, capable only of crawling and swiping with melee attacks.

You get a rapid introduction to bullymongs on Pandora—they tend to make their homes in colder climes, and your adventure starts out in the icy expanse of Windshear Waste. Bullymongs are the first wild beast you run into, and Knuckle Dragger, the local alpha among bullymongs, is the first boss you fight.

You might notice that, like goliaths, bullymongs have broad, spacious shoulders framing an extraordinarily tiny head. And, also like goliaths, bullymongs are pretty darn stupid. This might lead you to believe that, like goliaths, you may even see psycho bandits attempt to straddle a bullymong in order to control them through subtle yanks of their hair, like a Pandoran horse. Well, yeah. You might just see that.

PEONS

Monglet

TVHM NAME:
Savage Monglet

Bullymong younglings don't quite have the fearsome appearance of their full-grown relatives, nor do they pack the same punch, but they come after you just the same. Monglets are too small and weak to throw objects, so they simply charge. Monglets have low health and their heads are much larger in proportion to the rest of their bodies than on older bullymongs, so they're much easier to kill. In a scrum with lots of bullymongs when you're not sure you'll survive, you might leave a monglet alive on purpose, so you can score an easy Second Wind if the stronger ones knock you down. What a surprise, it's much easier to kill the babies. We sure hope you feel good about yourself.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.5	—	0.75	Chump	Head	/ —

LOCATION: Southern Shelf, Three Horns, Eridium Blight

Brat Bullymong

TVHM NAME:
Savage Bullymong Brat

Brats are a little bit older and more developed than their Monglet brethren. As a result, they're four times sturdier and deal twice as much damage! That's still not up to full-on Adult Bullymong levels, but it does mean that Brat Bullymongs are more dangerous than Monglets, especially in groups. Brats are also big and strong enough to heft and throw small rocks from the environment.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	—	1.5	Normal	Head	/ —

LOCATION: Southern Shelf, Three Horns, Eridium Blight

Bullymong Slinger

TVHM NAME:
Bullymong Highlander

Bullymongs that acquit themselves especially well throwing things at other things specialize and become slingers. Instead of charging and leaping right for you, Bullymong Slingers will try to find a good spot to set up camp and pelt you repeatedly with projectiles. If they can find a location above you, giving themselves the high ground, they'll do it. Slingers resort to melee attacks only if you close distance with them and attack up close.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	—	3	Normal+	Head	/ —

LOCATION: Southern Shelf, Three Horns, Eridium Blight

Adult Bullymong

TVHM NAME:
Savage Bullymong

These fully-grown, heavily-muscled bullymongs can either attack up close or throw objects from afar. Adults may opt to leap in and charge, or fight from a distance. The Adult Bullymong's health pool is notably larger than lesser bullymongs, so keep that in mind when prioritizing bullymong targets on the battlefield.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	5	Tough	Head	/ —

LOCATION: Southern Shelf, Three Horns, Eridium Blight

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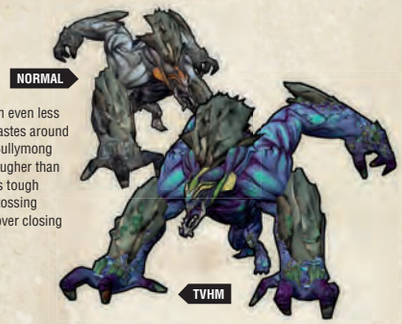
Bedrock Bullymong

TVHM NAME:
Rockwall Bullymong



The Bedrock Bullymong grows up in an even less hospitable environment than the icy wastes around Southern Shelf, and is like a mix of a Bullymong Slinger and an Adult Bullymong. It's tougher than both of those varieties, but not quite as tough as Badass Bullymongs, and will favor tossing objects from advantageous positions over closing in to duke it out.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	5	Tough+	Head	/ —

LOCATION: Eridium Blight

Bullyrott

(TVHM ONLY)

Bullyrotts are noxious, Corrosive bullymongs. They're obviously distinguished from others in this family by their greenish tinge. They further set themselves apart the first time they barf smoking emerald puke all over you, dealing heavy damage and inflicting you with a Corrosive status effect. Yeah, the other ones don't do that. These only show up during True Vault Hunter Mode. As they are basically made of Corrosive agents, they are themselves resistant to Corrosive damage. Stick to Fire, as with other bullymongs.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	5	Tough+	Head	/

LOCATION: Southern Shelf, Three Horns, Eridium Blight

Knuckle Dragger

Knuckle Dragger is an early taste of the power of bullymongs. She can toss objects large and small from around the environment, charge and leap to attack, and pound the ground around her, dealing damage in all directions. At first, Knuckle Dragger will attack alone, but after she's taken some damage she'll retreat to higher ground for a breather while several other bullymongs show up to assist her.

Knuckle Dragger has a small chance of dropping a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	—	1.13	Badass	Head	/ —

LOCATION: Windshear Waste

Midgemong

Midgemong isn't so much one enemy as it is two: Warmong, a bullymong that has been somewhat domesticated, and Midge, a rather brave Psycho Midget who has trained Warmong to allow an inconspicuous handler. You'll be tasked to hunt down this twosome during Sir Hammerlock's "Symbiosis" optional mission, which you can begin in Liar's Burg not far into the game.

Warmong itself will charge and attack, while Midge (atop the beast) directs movement. They fight and fall as a team, and upon dying Midgemong has a small chance to drop the legendary Torgue assault rifle, KerBlaster.

Perhaps scarier than Midgemong are the dual Badasses that show up in the room from which Midgemong appears. Battle through Midgemong and the Badasses for a loot chest behind the counter inside.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	3	Super Badass	Head	/ —

LOCATION: Southern Shelf – Bay (Mission: "Symbiosis")

Badass Bullymong

TVHM NAME:
Super Badass Bullymong

The main difference between a Badass Bullymong and a normal adult is that the Badass takes twice as much punishment to bring down. Badass Bullymongs are also capable of a gnarly area-of-effect ground pound attack that can hit a foolish Vault Hunter anywhere near the Badass. Consider using crowd control-type abilities like Singularity grenades or Phaselock, or a distraction tool like Axton's Sabre Turret or Zero's Deception, to take the attention of a Badass Bullymong off of you and any Vault Hunter friends you've brought along.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	—	9	Badass	Head	/ —

LOCATION: Southern Shelf, Three Horns, Eridium Blight

Badass Bedrock Bullymong

TVHM NAME:
Super Badass Rockwall Bullymong

This amped-up version of a Bedrock Bullymong deals enormous damage with its ranged volleys. It also has the ability to do the same AOE ground pound performed by Badass Bullymongs if you get too close for comfort.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	—	10	Badass	Head	/ —

LOCATION: Eridium Blight

Donkey Mong

Donkey Mong is a rare bullymong that occasionally roams the slope leading up to Hero's Pass. He has explosive barrels strapped to his back, which he can and will hurl at any Vault Hunter he sees. To complete an area Challenge for the Eridium Blight, zig-zag in next to Donkey Mong without getting hit by a barrel, then click the "use" button/key to clip his tie!

…then kill him, which also unlocks an Achievement or Trophy.

Be careful, though, as the area Donkey Mong can usually be found in is right around where you'll find the next fella…

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
18	—	12	Super Badass	Head	/ —

LOCATION: Eridium Blight

King Mong

The towering king of bullymongs wanders the Eridium Blight on the slope that leads to Hero's Pass. He'll sometimes need to be coaxed out, which you can accomplish by killing other bullymongs in the area. He's huge, he's fast, and he can leap and ground pound like other bullymongs, only with increased heft. King Mong is also the sturdiest bullymong by far, so Slag him and open up with the Fire weapons. You'll complete an area Challenge for Eridium Blight by killing King Mong while he's Slagged.

King Mong has a small chance of dropping a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
35	—	7	Ultimate Badass	Head	/ —

LOCATION: Eridium Blight

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Demong
(TVHM ONLY)

Like Bullyrotts, Demongs are an elemental variant of bullymongs that only show up during True Vault Hunter Mode. These fire-infused creatures can toss fireballs and spit fire from their mouths, in addition to the usual leaping and charging bullymong antics. Since Demongs are infused with flame themselves, they do not have the characteristic vulnerability to fire that other bullymongs do, and instead they're resistant to it. This may force you to switch weapons or deal with other bullymongs on the scene first, if you're packing a Fire gun to exploit the weakness of most of the pack.

Like King Mong and Donkey Mong, Demong is considered a Badass although that's not a part of its name.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	5	Tough+	Head	— / 🔥

LOCATION: Eridium Blight

Savage Lee

This psycho does Sir Hammerlock proud; he's shunned the brutish ways of his comrades and chosen to immerse himself in bullymong culture, a true Pandoran primatologist. He'll still try to kill you, unfortunately. Savage Lee has a small chance of dropping a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	2	Super Badass	Head	🔥 / —

LOCATION: Three Horns

> *I love Knuckle Dragger. She is a great starter boss that helps introduce combat.*
>
> *– LILITH LINDWALL, QA TESTER*

BANDITS

PSYCHOS

Psychos are utterly sunbaked, completely insane Pandoran pirates. In a scrap, they're entirely close combat brawlers, with no sense of honor and even less of a sense of self-preservation.

They're human (well, human-ish) just like you, Vault Hunter, and so they have the same strengths and weaknesses in the wild. They're nimble and quick, able to dodge attacks and sprint when they sense a clear path. Hits to the legs will hobble them as they maneuver; hits to the face will register as critical damage, while temporarily stunning them. Psychos who happen to be carrying aloft grenades can have the explosive shot from their hands.

And apart from their suicidal grenadiers, the psychos do not partake of any other technology better than the occasional rudimentary shield module. You won't find gun-wielders here. Ask a psycho why, and he might lament that guns are too quick, that you can't savor all the little emotions. But he's more likely to rave about his mother before trying to viciously headbutt you. These are not well-adjusted men who can be reasoned with. So instead, shoot them.

Psychos will work together with other bandits—marauders, goliaths, nomads, and rats. Together, the bandit clans form Pandora's most globe-girding society, and if a place lacks for all manner of these strays, beggars, crazies, thieves, and murderers, it's only because either Hyperion forces or inhospitable wildlife forced them out.

Right in their diseased little brains!
I can understand Psychos being lunatics, but why they go around shirtless is beyond me.
Sharp and stabby!
Gaping chest wounds do surprisingly little.
Take the spring out of their step with a shot here!
Critical
Vulnerable
Resistant

PEONS

Psycho
TVHM NAME: Maniac

Psychos will approach, buzz axe in hand and maniacal sneer behind mask. If they get close enough, they'll naturally slash with that nasty axe. From further away, if they can't get at a Vault Hunter directly, they'll toss their buzz axe with practiced accuracy. These weapons can be shot out of mid-air, but it's harder than against bullymong rocks, as buzz axes make a smaller, quicker target.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	2	Normal	Head	🔥 / —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Psycho Midget
TVHM NAME:
Maniac Midget

Psycho Midgets are diminutive, height-challenged variants of your standard psycho. They behave in the same way, charging and attacking maniacally with a buzz axe. They're just a tad more… precious? …while they do so.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.75	—	1	Chump	Head	🔥 / —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

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Suicide Psycho

TVHM NAME:
Maniac Bomber

Suicide Psychos make a beeline straight for the closest Vault Hunter, live grenade in hand. They really like things up close and personal, so they resort to tossing their grenades like a sane person would only if they don't have an immediate path to kamikaze run it in. Once they're close, they set off the grenade, killing themselves and dealing heavy damage nearby. As these psychos charge, shoot their heads for critical damage, shoot their legs to trip them up, or shoot the grenades out of their hands!

If you realize a Suicide Psycho has made it all the way near you, at least try to sprint away just before the grenade actually blows, to get some distance. If you're quick, you can make it away without damage.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	—	2	Normal	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Suicide Midget

TVHM NAME:
Midget Bomber

These pint-sized Suicide Psychos act just like their larger brethren, although it may be harder to intercept them on the way, as their size may actually conceal them behind cover as they make their way toward you!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1	Chump	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Burning Psycho

TVHM NAME:
Hellborn Maniac

Burning Psychos act just like Psychos, only on fire. Their axes are also burning, so melee attacks and tossed axes from Burning Psychos may light their targets on fire. Since this flesh-and-blood enemy is abnormally acclimated to heat, switch to normal or Explosive rounds. During True Vault Hunter Mode, Burning Psychos may come equipped with a relatively weak shield, making Shock weapons another good choice against them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	TVHM: 0.25	1.5	Normal+	Head	—/

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Flaming Midget

TVHM NAME:
Inferno Midget

Flaming Midgets are a lot like Burning Psychos, if Burning Psychos were smaller and easier to kill. Shields that include spike damage against melee attackers can be especially useful against chump enemies like melee-happy midgets—your shield might kill enemies you didn't even realize were assailing you!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.75	—	1	Chump	Head	— /

LOCATION: Frostburn Canyon

Slagged Psycho

TVHM NAME:
Slagged Maniac

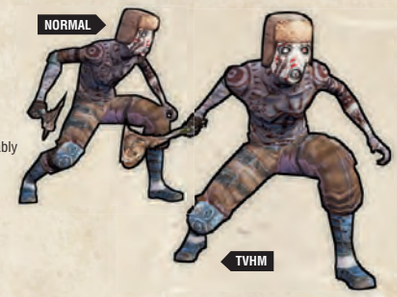
This psycho has been infected with Slag, so his attacks will inflict Slagged status on his victims. In addition to tossing the axe from far away and swinging up close, the Slagged Psycho may also spit up Slag goop. The prolonged exposure to Eridium has made this creep tougher to kill than his companions.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	TVHM: 0.25	1	Normal+	Head	/ —

LOCATION: Thousand Cuts, Sawtooth Cauldron

Freezing Psycho

TVHM NAME:
Arctic Maniac



Maybe some psychos aren't so bad once you get to know them, but the right time to get to know them is probably not right after you destroyed their heating unit and forced them outside to avoid freezing to death.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	—	2	Normal+	Head	/ —

LOCATION: Three Horns - Divide, mission: "Ice Man Cometh"

Dubert, Hubert, and Lubert

The Psycho Midgets selected by the nomads for use as inhuman shields are people too, you know. Well, sort of. In any case, if you can manage to free these little dudes from their bondage to a nomad's shield, they'll (usually) realize who has the upper hand and join your assault on the nomad.

Or, you can just shoot them, too, on the shield or off it. They're still bandits, after all. It's not really known why nomads secure midgets as shields, when they're such ineffective deterrents for keeping people from shooting at the nomads in the first place. They must just be sadists. The nomads, that is. Well, the midgets are sadists most of the time, too; they're just not exhibiting that severe character flaw when they're tied up and being used as a meat shield.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	—	1	Normal	Head	/ —

LOCATION: Tied to Bad Maw's shield

Psycho Miner

TVHM NAME:
Maniac Miner

These prospecting psychos make an appearance during a Tundra Express mission.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	TVHM: 1	3	Normal	Head	/ —

LOCATION: Tundra Express, mission: "Mine, All Mine"

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Tea Party Guest

Waves of these eager party-goers show up during Tiny Tina's tea party in Flesh-Stick's honor. It's your job to make these Tea Party Guests into dead Tea Party Guests. That makes you kind of a bad Tea Party Host, but no one is counting except Tina, and let's assume her counting isn't terrific.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1.5	Normal	Head	/ —

LOCATION: Tundra Express, mission: "You are Cordially Invited: Tea Party"

Armored Maniac

(TVHM ONLY)

Armored Maniacs show up only during True Vault Hunter Mode. These psychos are sporting old, looted Atlas Crimson Lance armor. This means that, unlike other psychos, they're weak to corrosive attacks rather than fire. They attack like non-armored psychos, except they deal increased damage and take more punishment before dying, which means they have extra time to get in for some quality face punching. Shoot their legs out from under them and swap to corrosive to dust these high priority foes quickly.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	3	Tough	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Gravedigger

(TVHM ONLY)

Gravediggers are even-less-scrupulous-than-usual psychos who appear only during True Vault Hunter Mode. In addition to providing the primary tool for their graverobbing efforts, their shovel provides the oomph behind their melee attacks. From a distance, they can lob corrosive skulls.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	1	2	Normal+	Head	/ —

LOCATION: Tundra Express, The Fridge, Thousand Cuts, Sawtooth Cauldron

Midget Boner

(TVHM ONLY)

This cheekily-named, skull-wearing wastrel only appears during True Vault Hunter Mode.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.75	—	1	Normal	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

BADASSES

Badass Psycho

TVHM NAME: Super Badass Maniac

This psycho means serious business, and is deceptively fast… although his gait looks sort of slow, that's overshadowed by how friggin' big he is, so Badass Psychos can move around just fine. They approach relentlessly and try to swat you with their enormous pipes. If they can't get their hands on their targets, they also toss their pipes from far away. Either way, they do tons of damage with successful hits, so shoot them in the legs to trip them up and slow them down as they approach.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	TVHM: 1	5	Badass	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Chubby Midget

Although sustenance is generally scarce on such a resource and agriculture-poor frontier planet, a few specimens in some families still manage to get obese. Chubby midgets are regular midgets who ate two extra skag burritos a day all through Psycho Midget junior high. So now they've developed a bit of a weight problem, slowing them down, but all that heft also translates into more staying power and harder hits. Don't underestimate a Chubby Midget just because you're so surprised to see one waddle into view.

Chubby versions of various enemies have a chance to drop Bouncing Bonny, the legendary Dahl grenade.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	5	Super Badass	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Loot Midget Psycho

Gaining a breather to loot containers and treasure chests is always such a relaxing experience. Except for the times when a Loot Midget pops out from hiding amongst the spoils, trying to take you down! Be prepared to deploy your action skill and go to work immediately whenever opening chests, because loot midgets are no joke.

Loot Midget Psychos will rush you and try to do heavy melee damage, so waylay them with leg shots, and deceptive/ paralyzing techniques. A loot midget of any stripe may drop Whiskey Tango Foxtrot, the legendary Dahl shield.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	4	Tough+	Head	/ —

LOCATION: Loot containers

Flesh-Stick

During an optional mission cascade from Tiny Tina in Tundra Express, you are tasked with luring Flesh-Stick to Tiny Tina's, during a segment in which you mustn't kill him. Just keep him interested. Can you imagine that at some point in your future you might have to take him head-on? No, of course that wouldn't happen.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1.5	Super Badass	Head	/ —

LOCATION: Tundra Express, mission: "You are Cordially Invited: Tea Party"

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Shirtless Man

These bros just want to play some volleyball, but you insist on doing things faster and more dangerous, at least insofar as you torch their volleyball net. These psychos looking for some R&R actually have very large health pools, so don't let them take you to the danger zone.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	TVHM: 1	1	Badass	Head	/ –

LOCATION: **The Dust, mission: "Too Close For Missiles"**

Incinerator Clayton

Incinerator Clayton is a literal flaming lunatic who leads you along an elaborate mission series originating in Frostburn Canyon. This powerful baddie also brings along quite a bit of help. Incinerator Clayton has a small chance of dropping a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	1	1.5	Super Badass	Head/tank	/ –

LOCATION: **Frostburn Canyon, mission: "Cult Following: The Enkindling"**

McNally

McNally is one of a few bandit psychos whose fate is tied up with one of the most storied of Pandoran firearms, The Bane. This gun is rumored to carry a curse, a pox it places upon its owner. Odd that it would still be sought out, then… McNally has a small chance of dropping a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	TVHM: 1	1.5	Super Badass	Head	/ –

LOCATION: **The Dust, mission: "The Bane"**

Mad Dog

You need explosives to realize one optional mission, and Mad Dog happens to be the supplier. The question is, is he a *willing* supplier? Might makes right on Pandora, so it doesn't much matter. Mad Dog has a small chance of dropping the legendary Bandit assault rifle, Madhous!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	–	1.5	Super Badass	Head	/ –

LOCATION: **Lynchwood, mission: "Breaking the Bank"**

Assassin Reeth

The third of four Badass assassins you face in Southpaw Steam & Power, Reeth is a frenzied psycho with a big health pool. During the mission "Assassinate the Assassins," finish Reeth off with a melee attack to complete a bonus objective! Assassin Reeth has a decent chance of dropping a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	1	2	Super Badass	Head	/ –

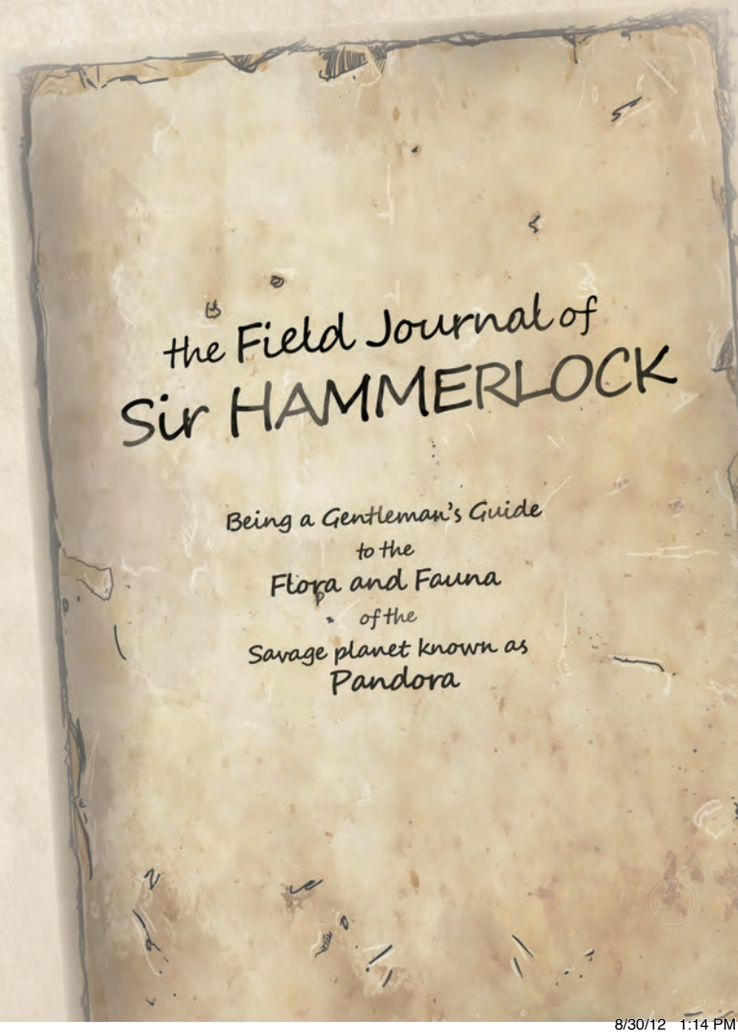
LOCATION: **Southpaw Steam & Power, mission: "Assassinate the Assassins"**

Shorty

Scooter asks that you get Shorty, but in order to get Shorty you must free him. You'll see what we mean. The quest is called "Swallowed Whole," after all, and a certain family of Pandoran fauna can cloak itself…

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	–	2	Tough	Head	/ –

LOCATION: **The Fridge, mission: "Swallowed Whole"**



MARAUDERS

The marauder component of the bandit clans is a little more composed than the totally untethered psycho contingent. These guys can keep it together enough to operate firearms, and some of them can even drive vehicles. They can't keep it together enough, however, to do anything with those things other than kill, though, so they're still filed under "enemies."

Since they're bipedal, shooting out their legs can trip them or knock them down. Shooting them in the head deals critical damage, and will make them flinch. You'll see an unsurprising trend, in that human enemies don't like getting shot in the head very much. Being flesh, marauders are susceptible to fire.

Through various skills and some shields manufactured by Vladof, bullets aimed at you can be absorbed, or even reflected. Bandits are the enemy most likely to give you the chance to use these abilities. They all pack guns, and that's what they use. Bandits only opt to fight with melee attacks if you bring the fight to them. Otherwise, they're content to get somewhere comfortable and open up with the weapon in hand. They can take cover and fire, and also commonly employ grenades.

Nomads hold deep sway over marauders, and can command them all to fire, charge, or throw grenades in unison at the drop of a hat. If you hear bellowing from a nomad to the marauders in the area, this might be very actionable intel—if, for example, a half dozen grenades are about to get tossed your way, it might be wise to relocate.

Danger!
A bit obvious perhaps, but go for the head!
Pretty much every part of your average Marauder is quite weak to bullets.
Still, I prefer to hit here...
...and here. Out of spite, mostly.
Critical
Vulnerable
Resistant

Marauder

TVHM NAME: Outlaw Marauder

The lowest-level marauder is the weakest gun-wielder in Pandora, packing only a pistol. They're found practically everywhere, so you'll grow accustomed to their presence on the battlefield. While psychos will attempt to rush in, marauders will hang back and rely on their firepower from behind cover if possible, raining bullets and grenades at their targets.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	TVHM: 1	1.5	Chump	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Killer Marauder

TVHM NAME: Outlaw Executioner

Killer Marauders are higher-ranking than plain old marauders, and they have gear to match, sporting SMGs in addition to pistols. This is the first type of enemy you encounter who can possess a shield; if you see a blue shield bar along the normal red health bar, that's your clue. Health can't be damaged until the shield is removed, and the shield takes reduced damage from any non-shock source.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	1	1	Normal	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Shotgun Midget

TVHM NAME: Angry Shotgun Midget

Midget marauders make their mark by toting shotguns—it's hard for a shotgun to be non-threatening, even if it's a tiny marauder holding it. Shotgun Midgets have a little bit more health than their Psycho Midget counterparts, so they're sturdier, too, although those big heads sure are prime for headshots…

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.75	1	1	Normal	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Elite Marauder

TVHM NAME: Violent Marauder

The cream-of-the-crop among standard marauders, these units have a higher likelihood of coming equipped with a shield than lesser marauders. They can also use assault rifles, increasing their effective range.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	1	1.5	Normal+	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

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Crazed Marauder

TVHM NAME: Lunatic Marauder

These marauders have one foot in the shoes of a psycho, the other a marauder; they use a machinegun, but without the usual restraint and discipline befitting a marauder.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	1	1	Normal	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Airborne Marauder

TVHM NAME: Airborne Outlaw

These gyromen usually die when a Buzzard gyrocopter crashes, but occasionally they manage to survive, falling just right or hopping off at the last second. If they do survive, they simply go from being flyboys to running boys, same as any other marauder. They come equipped with assault rifles, like Elite Marauders.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	0.25	1	Normal	Head	/ —

LOCATION: The Dust, Thousand Cuts

Tundra Patrol

This snowy sentinel patrols around the entrance to Tundra Express, by a small shack. When he dies, he'll drop an ECHO Recorder that proclaims his lack of enmity toward his murderer, who is almost certainly you (unless perhaps you trained varkids over him or something). This begins the "No Hard Feelings" optional mission, which can be accomplished quickly, in the same area. You are wise to question his honesty, but you should walk willingly into his trap anyway, because life is an adventure, and you can't worry about every little thing.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	1	Normal	Head	/ —

LOCATION: Tundra Express

Scavenger

(TVHM ONLY)

Only during True Vault Hunter Mode do these thieving marauders show up. They scamper around the field of battle, looking to scoop up weapons, ammo, and equipment dropped by other dying combatants. Don't worry if you see a Scavenger hoist up a gun you're lusting after—kill him and he'll drop what he tried to take.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2.5	1	1.5	Normal+	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Burning Hodunk

Most living things don't like being set afire without warning, and Hodunks are no different. They react downright poorly to the stimulation, in fact.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1	Normal	Head	/ —

LOCATION: The Dust, mission: "Clan War: Trailer Trashing"

Hodunk Grunt & Zaford Grunt

These meatheads glower at each other from opposite ends of the pasture, coming closer and closer to all-out war as the "Clan War" mission line progresses. Do things eventually come to a head? Does a bear crap in the woods, and so on and so forth the part about the furry white rabbit? Yes, things come to a head.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	—	1	Normal	Head	/ —

LOCATION: The Dust, mission: "Clan War: Zafords vs. Hodunks"

Bruiser

TVHM NAME: Crusher

Bruisers are especially beefy marauders, so juiced that standard armor doesn't even fit. Although they're peon enemies, they're just about as tough as Badass Marauders, so don't take them lightly.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	.25	2	Normal+	Head	/ —

LOCATION: Sawtooth Cauldron, Thousand Cuts, Eridium Blight, The Fridge, Frostburn Canyon, The Dust, Bloodshot Stronghold/Ramparts

The metal mask does very little against bullets.
How bandits are able to breed these muscle-bound Bruisers to be so big is beyond me.
How they're able to breed at all is a mystery unto itself, actually.
This 'armor' must be terribly uncomfortable.
Now THAT is a large gun.
These boots were made for stompin'.
Critical
Vulnerable
Resistant

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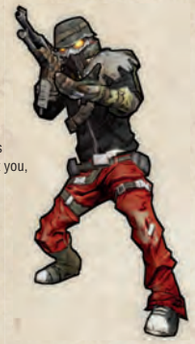
Badass Marauder

TVHM NAME: Super Badass Marauder

A fully upgraded marauder is equipped with an assault rifle, a much deeper health pool, a small damage multiplier, and a mean temper. He maintains the same gunfire and grenades base line that his lower ranking marauder brothers establish. And just like them, he kowtows before nomads, following their commands to either toss grenades at you, shoot you, or charge, all together.



HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	1	2	Badass	Head	/ —

LOCATION: Southern Shelf, Three Horns, Southpaw, Frostburn Canyon, The Dust, Bloodshot Stronghold/ Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Bewm & Boom

This fearsome, folly-prone blast duo are, together, the game's second boss. Bigger brother Boom begins behind the controls of Big Bertha, a large rotating double-barreled deck cannon. Hey, you'll want to stay out from in front of that thing, seriously, and you'll complete a Challenge if you manage to finish the fight without eating a shell to the face once. (Not too hard—either always keep something between you and Big Bertha while fighting Bewm, or always move laterally around the deck, faster than Big Bertha can track.) You have to take down Boom's health bar twice—once to knock him out of Big Bertha, and again to take him down. Little brother Bewm, lacking the benefit of starting out manning a big cannon, only has to have his health depleted once to kill him.

Either brother, upon dying, has a small chance to drop the legendary Torgue grenade, Bonus Package.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	1	Super Badass	Head	/ —

LOCATION: Southern Shelf

Loot Midget Marauder

Opening containers is usually a somewhat relaxing event between waves of all-out combat, but the calm is interrupted rapidly when a Badass loot midget pops out unexpectedly (and make no mistake—cute or not, loot midgets are technically Badasses, with the health and damage boosts that entails). As he takes damage, the Loot Midget Marauder will drop money and ammo all over the place, and on death he'll shower the area around him with more. Like all loot midgets, he may also drop the legendary Dahl grenade, Bouncing Bonny.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	—	2	Tough+	Head	/ —

LOCATION: Loot containers

Assassin Wot

The relatively early mission "Assassinate the Assassins" sends intrepid Vault Hunters into Southpaw Steam & Power, an utterly bandit-overrun industrial site, tasked with eliminating four assassins. This is one of them. Assassinate Assassin Wot with a pistol to complete a bonus objective during the missions. There's also a special area Challenge to earn by killing all four assassins within 10 minutes. On dying, Assassin Wot has a chance to drop the legendary Dahl SMG, Emperor.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	1	1	Super Badass	Head	/ —

LOCATION: Southpaw Steam & Power, mission: "Assassinate the Assassins"

Mobley

You fight Mobley near the end of the optional mission "The Good, the Bad, and the Mordecai." When he dies, he has a small chance to drop Dahl's legendary assault rifle, Veruc. Note that his shield is of above-average strength, so you might open up with a Shock weapon or at least a Shock grenade to knock that off real quick.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	2	1	Super Badass	Head	/ —

LOCATION: The Dust, mission: "The Good, the Bad, and the Mordecai"

Jimbo & Tector Hodunk

One of the game's most involved mission lines leads to this—an all-out showdown between the Zafords and the Hodunks. And so here are your main contestants hailing from Hodunk corner. Jimbo riding Tector is similar to the way that psychos can (when they're very careful) get atop the shoulders of a Goliath and ride him. The Hodunks have a large health pool, and a shield of well above-average strength. Upon death, they have a chance to drop a legendary weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	4	1	Super Badass	Head	/ —

LOCATION: The Dust, mission: "Clan War: Zafords vs. Hodunks"

Mick Zaford

This sleight-of-hand pistolier heads up the Zaford clan, and will lead Zaford Grunts into the heat of battle. Upon death, Mick can drop the legendary Jakobs pistol, Maggie.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	8	1	Super Badass	Head	/ —

LOCATION: The Dust, mission: "Clan War: Zafords vs. Hodunks"

The Sheriff of Lynchwood

The law round these parts oversees Lynchwood, and the nomadic local agents here. The comely sheriff is actually a bit of a fascist, and Handsome Jack's girlfriend to boot. She has a chance to drop the rare Sheriff's Badge relic upon dying. You'll complete an optional objective during "Showdown" if you take down the sheriff without shooting her deputy. That's probably a reference to something.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	4	1	Super Badass	Head	/ —

LOCATION: Lynchwood, mission: "Showdown "

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Muscles

Muscles is Flanksteak's second most beloved Lieutenant. He was going to be Flanksteak's favorite, but Mad Mike took that honor because Mad Mike has a shield. Muscles just has muscles. It is Flanksteak's opinion – one shared by those on Pandora who don't enjoy being penetrated by bullets – that shields are better the muscles.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	–	6	Badass	Head	/ –

LOCATION: Bloodshot Stronghold

RATS

Every bandit lives off the beaten path, especially on a world like Pandora, but rats are a little *too* far off the beaten path. These lank survivalists have developed intricate tunnel networks that only they can access, allowing them to pop out of the ground as though from a nest, like varkids. They come to the surface to hunt and scavenge.

In keeping with their insect-like domain, the rats also dine on so-called strange meat… that's right, they're cannibals. If rats and other bandits get along, it's mostly because their paths don't much overlap. But to a rat, a dead marauder is dinner just the same as a dead Vault Hunter or Hyperion soldier. If there are corpses strewn about, rats can gnaw at them to regain lost health!

The slim builds of rats, better suited to duct-crawling and tunnel-swimming than brawling and boxing, mean that rats prefer ranged attacks, for the most part. They'd rather fire their rifle than get in close; really, they'd rather steal something and get back dirtside than engage in battle at all!

Do not be fooled by the Rat's sickly countenance. They are still quite capable with a gun.
A clean head shot will end hostilities quite promptly, – if you can manage to land one.
Rats are quite the marksmen. Commendable, really.
They also tend to swarm you, like, well... rats.
These buggers are quick! – and vicious!
Critical
Vulnerable
Resistant

PEONS

Tunnel Rat

TVHM NAME: Cannibal Rat

The Tunnel Rat is the most basic of this species. These mud dwellers would rather be left alone than fight. They pick up items they like, so you must kill the scrounging Tunnel Rat to have a chance at the spoils. They rely on their rifles and grenades to fight from far away; if you get too close, they leap at you to push you away.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	0.15	1	Normal	Head	/ –

LOCATION: Bloodshot Ramparts, The Dust, Tundra Express, The Fridge, Lynchwood, Sawtooth Cauldron

Rat Thief

TVHM NAME: Rat Bastard

The Rat Thief is even less interested in combat than the Tunnel Rat; he's a lot more interested in money. He'll try to sneak up on unsuspecting Vault Hunters, to snatch up some of their wallet. If he can manage to pilfer funds from a Vault Hunter, he'll then run off to hide the profit. Kill him before he buries his find, and you can get the money back… wait until after he buries it, though, and it's gone for good!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.85	–	1	Chump	Head	/ –

LOCATION: Bloodshot Ramparts, The Dust, Tundra Express, The Fridge, Lynchwood, Sawtooth Cauldron

Midget Rat

TVHM NAME: Runty Rat

Pint-sized versions of Tunnel Rats, these subterranean pipsqueaks have less health and deal less damage than full-sized rats.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.5	1	0.75	Chump	Head	/ –

LOCATION: Bloodshot Ramparts, The Dust, Tundra Express, The Fridge, Lynchwood, Sawtooth Cauldron

Field Rat

Field rats are well equipped for survival through scavenging and ranged and deceptive gunplay.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	–	2	Normal+	Head	/ –

LOCATION: Bloodshot Ramparts, The Dust, Tundra Express, The Fridge, Lynchwood, Sawtooth Cauldron

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Lab Rat

TVHM NAME: R.O.U.S.

Grotesque experimentation has resulted in a misshapen rat that lumbers along like an injured bullymong, but hits like a Raging Goliath. They won't attempt to pick up items, unlike other rats. They just try to get close enough to expose their unimaginable face and eyes, blinding the victim and heavily disrupting shields. Give these failures of science a wide berth as you euthanize them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	0.25	8	Tough	Head	/ —

LOCATION: Bloodshot Ramparts, The Dust, Tundra Express, The Fridge, Lynchwood, Sawtooth Cauldron

Miner Rat

TVHM NAME: Digger Rat

Miner Rats developed the tunnel network in the first place, so they can also move around by burrowing, somewhat like threshers. You won't be able to hit them when they're underground, but they're only slightly tougher than normal rats while they're topside.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.25	0.15	1	Normal	Head	/ —

LOCATION: Tundra Express

Plague Rat

(TVHM ONLY)

These scurrying, slashing horrors are only around during True Vault Hunter Mode. Unlike the behavior of their vermin brethren, these crazed things bolt right for you, and once they're in close they slash back and forth with blinding claws that can poison you with corrosive damage. In their aggressiveness they match a few other True Vault Hunter Mode exclusives, like the Rabid Stalker, Rabid Skag, and Armored Maniac. Put these frantic, pesky creatures into the ground for good immediately.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	1	2	Normal	Head	/ —

LOCATION: Bloodshot Ramparts, The Dust, Tundra Express, The Fridge, Lynchwood, Sawtooth Cauldron

Bloody, Crabby, Creepy, Dirty, Greedy, Sleazy, Tipsy

Laney's dwarves, found during Scooter's mission "The Cold Shoulder." They are each individually very weak, but more than a half-dozen of anything can add up if they all have focused attention. During the fight with Laney, there are two opposing Challenges you can uncap related to these fellows—either kill Laney without harming any of them at all, *or* kill every single one of these guys before you start attacking Laney. Clearly, you cannot achieve both of those goals on the same playthrough!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.5	—	0.75	Normal	Head	/ —

LOCATION: The Fridge, mission: "The Cold Shoulder"

BADASSES

Loot Midget Rat

If a Loot Midget Rat pops out of a container and you kill him, rejoice, for his dead body will make it rain something proper. The area will be coated in money pickups. Thanks, rats!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	2	Tough+	Head	/ —

LOCATION: Loot containers

MDK Assassin Rouf

The "Assassinate the Assassins" mission sends you to Southpaw Steam & Power to kill four men, including this one. Finish Rouf with a shotgun (just the killing blow—it doesn't matter what you use to bring him to the edge of death) to complete an optional objective. Like any of the four assassins, Rouf can drop the legendary Dahl SMG, Emperor, when he dies.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	1	3	Super Badass	Head	/ —

LOCATION: Southpaw Steam & Power, mission: "Assassinate the Assassins"

Dan, Lee, Mick, & Ralph

These ninja rats hide out in the sewers beneath Three Horns by Southpaw Steam & Power, scarfin' up pizza and hangin' loose. You bring them a special delivery, courtesy of Tannis, during the "Splinter Group" mission.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	1	1	Super Badass	Head	/ —

LOCATION: Bloodshot Stronghold, mission: "Splinter Group"

Laney White

Laney is Scooter's ex-amore, his former better half. Scooter wants to make sure she's not just playing hard to get. Fighting Laney also involves fighting her dwarven coterie, Bloody, Crabby, and so on. When defeated, Laney has a chance to drop Gub, the legendary Bandit-made pistol.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	1	1.5	Super Badass	Head	/ —

LOCATION: The Fridge, mission: "The Cold Shoulder"

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Mortar

Mortar is a boss during the story mission "Toil and Trouble." You must gain his attention before he even deigns to lower himself to fight with you; perhaps trashing his favorite ride will help? Mortar has a large health pool, deals moderate damage, and emerges into an absolute fuster cluck of an area, so get your bearings and bottleneck him and other bandits if possible. Mortar has a chance of dropping an awesome piece of loot.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	1	3	Super Badass	Head	/ –

LOCATION: Sawtooth Cauldron, mission: "Toil and Trouble"

Flinter

The mentor of the ninja rats of the "Splinter Group" mission can be found in a room near the chamber of the four ninja rats, and he's a much tougher nut to crack than his protégés! Look for a room with a television and several switches—and several lights on the wall. If all those lights were green…

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	1	4	Super Badass	Head	/ –

LOCATION: Southpaw Steam & Power, mission: "Splinter Group"

GOLIATHS

The goliaths already had it bad before the first Vault opened. They're big behemoths, like bruisers but worse, so inflated in form and hotwired on adrenaline that their minds are permanently addled. Then the Eridium got everywhere, even traces in the air, and now a goliath can't spend a moment of the day without a special restraining helmet on. The presence of Eridium enhances the adrenal effect of a goliath's extraordinarily athletic system to the literal breaking point, causing the goliath's skull to *rip off of the body*—it will remain attached only by the particularly sturdy tongue and some gristly tissue. If this happens, the goliath irretrievably loses all self-control while Eridian and adrenaline run rampant in a positive feedback loop, and it will consider everything unfriendly and run anything down, head lolling. Right, that's awful. Hence, the helmets.

With helmets on, goliaths are essentially extra-large bandits—they use weapons, even launchers (very dangerous), but nothing astonishing. But that goliath is probably firing from among the cover of lots of his friends. Take aim and intentionally shoot off the restraining helmet and watch the hideous transformation of goliath into Raging Goliath… then watch him kick the everlasting garbage out of all his former friends!

When a goliath kills another of your enemies, that XP isn't lost—the XP for that kill will be folded into the goliath's own. In fact, goliaths have their own leveling system, and you'll see it in action soon after you set your first goliath to Raging—a Raging Goliath given baddies to kill soon becomes a Badass Goliath, then a Super Badass Goliath, and can level up further. (Killing a GOD-liath, the final level, unlocks an Achievement or a Trophy, depending on your system.) Each stage is attended by a level-up flash, and a *full restoration of the goliath's health.*

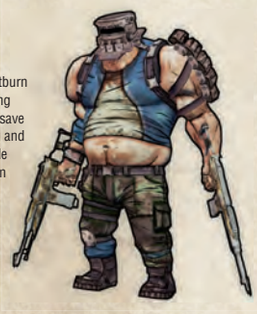
If a goliath has leveled up but is about to die, with other enemies still around fighting it, try to take it out yourself to reap the XP. If a goliath rips through all his friends and is still ready for more (he will be; it's not like monsters get tired), then he'll come after you—and you won't have any say! Take out the leveled-up goliath to gain huge XP, earning dividends for all the baddies the goliath smashed along the way!

Critical? Yes. Advisable? No.
You might not want to go for the head, actually...
Just... Just trust me on this one.
Double danger!
Though slow and dreadfully stupid, Goliaths both pack a wallop, and can take quite the punishment
Critical
Vulnerable
Resistant
Danger!

Goliath

The standard goliath. You'll likely first see a goliath in Frostburn Canyon. Shooting off their helmets can teach you something about how the enemies behave with one another, and also save you some ammo and effort. It's also just great fun, hearing and watching as goliaths thrash and gnash about, barely audible with their brutalized mouth and tongue but trying to scream insanely anyway. That's heart. Or insanity.

Your standard goliath levels up like so: Raging Goliath, Badass Goliath, Super Badass Goliath, Ultimate Badass Goliath, Fatal GOD-liath



HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	–	3	Normal+	Head (if helmet removed)	/ –

LOCATION: Frostburn Canyon, Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

Caustic Goliath

You may be curious how a goliath can be made more revolting or horrific. How about if it was capable of projectile-vomiting corroding, caustic fluid, like some sort of champion-weightlifting Badass Varkid? Well, this goliath does that—even to all his old buddies, once you shoot off his helmet.

Caustic Goliath level-ups: Raging Caustic Goliath, Badass Caustic Goliath, Super Badass Caustic Goliath, Ultimate Badass Caustic Goliath, Caustic GOD-liath

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	–	3	Tough	Head (if helmet removed)	/ –

LOCATION: Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron

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Midget Goliath

It's not the size of the goliath in the fight, it's the size of the fight in the goliath. Nothing's stopping some of the tougher midgets from getting in on the Eridium-induced adrenal mutations.

You may have been at some point privileged to see a psycho *riding* a goliath, sitting atop his shoulders. It's worth noting there's nothing stopping psychos from riding Midget Goliaths, too…

Midget Goliath evolutions: Raging Midget Goliath, Badass Midget Goliath, Super Badass Midget Goliath, Ultimate Badass Midget Goliath, Giant Midget of Death

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	—	2	Tough	Head (if helmet removed)	/ —

LOCATION: **Frostburn Canyon, Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron**

Goliath Digger

Goliaths fit for prospecting can be found in certain mining areas. With helmet firmly affixed, they can keep calm and contribute to a day's work at the mine. With the helmet askew, though…

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	3	Tough	Head (if helmet removed)	/ —

LOCATION: **Tundra Express**

Heavy Goliath

TVHM NAME: **Mega Goliath**

This goliath distinguishes itself by starting out with a very big gun indeed. Of course, once you shoot off his helmet the gun doesn't matter at all. Complex tools like firearms are difficult to operate when your head is pulling itself in half.

Heavy Goliaths level up like this: Raging Heavy, Badass Heavy, Super Badass Heavy, Ultimate Badass Heavy

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	—	4	Tough	Head (if helmet removed)	/ —

LOCATION: **Thousand Cuts, Sawtooth Cauldron**

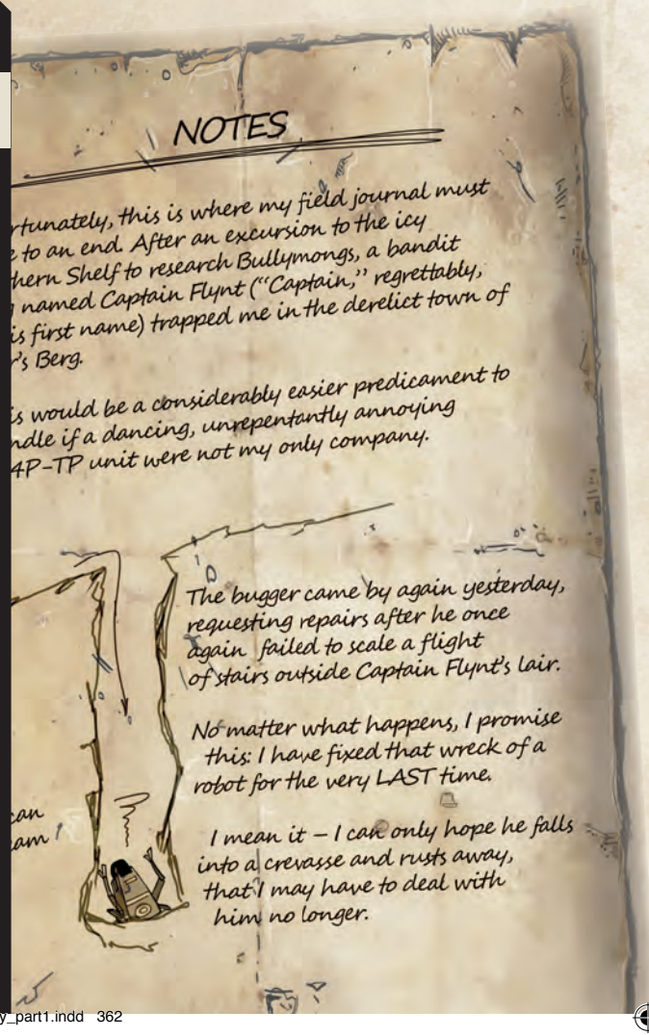
Juggernaut

(TVHM ONLY)

These hefty artillerymen, like One-Armed Bandits, do not share the same trait of quite losing all their marbles if their hat so much as gets displaced, like their goliath brothers. But they have the same elephantism, and they dual-wield heavy weapons, and so Juggernauts dominate the courtyard-type areas that they usually guard. In more intricate areas or places with lots of cover, their girth and lack of maneuverability becomes an issue for them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	3	Tough+	Head	/ —

LOCATION: **Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron**


NOTES
rtunately, this is where my field journal must
e to an end. After an excursion to the icy
thern Shelf to research Bullymongs, a bandit
named Captain Flynt ("Captain," regrettably,
is first name) trapped me in the derelict town of
's Berg.
is would be a considerably easier predicament to
ndle if a dancing, unrepentantly annoying
4P-TP unit were not my only company.
The bugger came by again yesterday,
requesting repairs after he once
again failed to scale a flight
of stairs outside Captain Flynt's lair.
No matter what happens, I promise
this: I have fixed that wreck of a
robot for the very LAST time.
I mean it – I can only hope he falls
into a crevasse and rusts away,
that I may have to deal with
him no longer.

Goliath Blaster

(TVHM ONLY)

The fearsome Goliath Blaster only appears during True Vault Hunter Mode. Why fearsome? Because this goliath is dual-wielding *rocket launchers*, making it the goliath most likely to actually deal serious damage to you before you get a chance to pop off the helmet. And if a Goliath Blaster sees you *first*, you might be struggling in Fight For Your Life before you even realize what happened.

Godliath Blaster evolutions: Raging Blaster, Badass Blaster, Super Badass Blaster, Ultimate Badass Blaster, GOD-liath Blaster

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
9	—	3	Normal+	Head (if helmet removed)	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron**

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Loot Goon Goliath

This intense, enormous monster is an overwhelming sight at first—a big goliath even by goliath standards, who is wearing a loot chest *as a backpack.* The Loot Goon Goliath may be carrying epic weapons right on its back, but it still behaves like a goliath, so you can shoot the helmet off and behold as a giant, chest-wearing goliath punches everything to paste.

Raging Goon Goliath, Badass Goon Goliath, Super Badass Goon Goliath, Ultimate Badass Goon Goliath, GOD-liath Goon

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
14	—	4	Super Badass	Head (if helmet removed)	/ —

LOCATION: **Frostburn Canyon, Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron**

One-Armed Bandit

A counterpart to the Loot Goon Goliath, the One-Armed Bandit doesn't actually mutate; he's just an unusually large, unusually one-armed bandit, who happens to be wearing a slot machine. You are more than welcome to use this device—after you kill him.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	4	Super Badass	Head	/ —

LOCATION: **The Fridge, Sawtooth Cauldron, Tundra Express, Thousand Cuts**

Badass Goliath

When the goliath is Badass *before* it's even started leveling, you're in for a real treat. The multipliers are better for a Badass Goliath even before you take into account that it's a Badass grade enemy instead of a peon. The Badass Goliath has a bigger health pool with which to kill more enemies and build more progress toward GOD-liath. A GOD-liath generated from a Badass Goliath is also one of the best ways to see a flashing skull next to the name for an onrushing enemy…

The level path for a Badass Goliath: Raging Badass Goliath, Super Badass Monster Goliath, Ultimate Badass Towering Goliath, Hulking Mass of Destruction, GOD-liath

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	—	4	Badass	Head (if helmet removed)	/ —

LOCATION: **Frostburn Canyon, Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron**

Badass Midget

TVHM NAME: **Super Badass Midget**

As Badass Goliaths are to plain old Goliaths, so Badass Midgets are to Midget Goliaths. The Badass variants have bigger variables for health and damage to start with, and get even larger bonuses added just by being Badasses. Even if you do trigger a GOD-liath, you might not consider it a "real" one unless it began as a Badass.

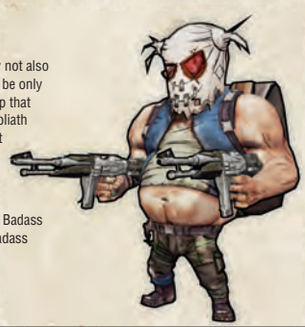
The advantage the Badass Midget has over other goliaths is that in addition to being terrifying, he's also adorable.

Badass Midget evolves like so: Raging Midget Goliath, Badass Midget Goliath, Super Badass Midget Goliath, Ultimate Badass Midget Goliath, Giant Midget of Death

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	2	Badass	Head (if helmet removed)	/ —

LOCATION: **Frostburn Canyon, Bloodshot Ramparts, Tundra Express, The Fridge, Thousand Cuts, Lynchwood, Sawtooth Cauldron**

Loot Midget Goliath



In the kind of situations where you're popping open cardboard boxes and weapon lockers, you're usually not also engaging hostiles, and even less frequently will they be only steps away from you. So when you do happen to pop that container open between waves and a Loot Midget Goliath pops out, it's probably not an ideal situation to shoot off his helmet and let him rip. Instead, you might just concentrate fire into his belly, to take care of him without sending him Raging for no reason.

Loot Midget Goliath mutations: Raging Loot Midget, Badass Loot Midget, Super Badass Loot Midget, Ultimate Badass Loot Midget, Loot Midget GOD-liath

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	—	4	Tough+	Head (if helmet removed)	/ —

LOCATION: **Loot containers**

Smash Head

Smash Head is a unique, named Goliath and part of the "Note for Self-Person" quest. Smash Head, brother to Crank, spends the majority of time either (A) frozen, or (B) hanging out with his midget boners. Don't ask. About either of them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
24	—	6	Super Badass	Head	/ —

LOCATION: **The Fridge**

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NOMADS

Nomads are intimidating freelancers that the rest of the bandits look up to for some reason; it's not like banditry is a democracy with elected officials who happen to be called nomads, after all. But they're big, and imposing, and they can assemble sentences one after another much more successfully than goliaths, who mostly struggle just to walk around daintily without losing their minds. Nomads themselves are hateful and reclusive, and end up disdainful of their de facto authority. They'd rather not be bandits, truth be told, but all the other bandits follow them around and obey their orders. So what's a nomad to do?

To alleviate the pressure of having to order around all the other idiot bandits, nomads do two things: the first is that they drape themselves head to toe in heavy clothing and coverings, and sometimes go the extra mile with armor plating and actual physical shields; the second is that, when they're sporting metal shields, they'll sometimes secure a live Psycho Midget to the front of the shield. Now, is a raving and restrained Psycho Midget going to deter someone from shooting at the armored, violent nomad? Or is the Psycho Midget going to somehow, by imposition of its flesh, add to the bullet sponging power of the much, much harder and sturdier surface upon which it is unfortunately attached? The answer to both of these is "no." But they make the nomad feel a little better.

In the presence of other bandits, nomads can issue commands that lesser bandits will follow. It's hard enough getting a psycho to sit still or pay attention, let alone process a sentence, and ditto Raging Goliaths, who have lost all sense of anything except the sense of smashing. But other bandits will listen up when nomads speak.

Their heavy duty outfits weigh nomads down, making them slower than other enemies. Their movement is also restricted, so they don't take cover. Their weaponry is varied; their arsenal ranges from conventional firearms just like bandits and Vault Hunters, to special shock or fire throwing gear.

In case it isn't obvious, Go For the Head!
Trying to shoot through the shield is a fool's errand.
High explosives are another matter entirely.
DANGER! Gun
Getting around to the flank is the preferred method for dealing with Nomads.
Perhaps try sniping at the feet?
Critical
Vulnerable
Resistant

PEONS

Nomad

TVHM NAME: Nomad Raider

The most basic of the plodding nomads, the regular Nomad attacks with an assault rifle and periodically tosses grenades. Nomads are very heavily clothed, but they're not actually *armored*. Other nomad types rely on metal shields to help block damage, but the regular Nomad just relies on its bulk to soak up damage. Fire rounds provide a bonus to impact damage and status effect damage over time.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	0.5	4	Normal	Head	/ —

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

Nomad Taskmaster

TVHM NAME: Nomad Overlord

Taskmasters carry metal shields that block and even reflect gunfire back at you. It's not a matter of damage reduction, like shooting a flesh creature with corrosive rounds, or an armored enemy with fire rounds. Damage simply won't penetrate. The exception is explosive damage—grenades, rockets, and Torgue gyrojets will deal their damage through nomad shields, thanks to the blast radius of explosions.

Nomad Taskmasters can issue commands to lesser bandits. When he's not busy drawling commands to all around him, he'll attack with an assault rifle and grenades. Nomad Taskmasters aren't quite so deranged yet to outfit their shields with living ornaments, so there are no psychos to free here.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	5	Tough	Head	/ —

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

Nomad Torturer

TVHM NAME: Nomad Brutalizer

The appropriately-named Nomad Torturer does things just like a Nomad Taskmaster does, with one exception—the Torturer ties psycho midgets to his shield. This is for no real reason except that nomads hate other bandits generally, and psycho midgets in particular. Like the Taskmaster, the Nomad Torturer will issue commands to nearby bandits. Shoot the ropes that bind a psycho midget to the nomad's shield, and you'll gain an unlikely ally against the nomad, one who will definitely not be listening to the Nomad Torturer's orders. This isn't guaranteed, however—if you're nearby when you free the midget, they might come after you right away, forgetting about the nomad somehow. This may be like how you're not supposed to be the first thing a baby rakk sees, or it will think it's a person.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	5	Tough	Head	/ —

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

Shock-Nomadic

TVHM NAME: Nomad Storm Master

Some nomads, variations on the regular Nomad trooper, are packing special weapons. The Shock-Nomadic is wielding an assault rifle, but beyond that he's wearing a wicked arc projector pack! This piece of high tech zaps the shields of enemies that approach the Shock-Nomadic. This nomad also backs this up by tossing Shock grenades, and sometimes using a Shock-capable assault rifle. Shoot the packs they wear to destabilize the arc projectors, causing them to target both friend and foe alike, close to the Shock-Madic. In effect you'll create a living electrical barrel! Like standard Nomads, this unit won't command other bandits—these nomad storm troopers leave that to their shield-wielding cousins.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	0.5	1	Normal+	Head	/

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

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Nomad Pyro

TVHM NAME: Nomad Immolator

The Nomad Pyro is armed with a flamethrower, which is powered by the fuel pack on his back. The functional range of the flamethrower is low, so outside close range the Nomad Pyro will switch to an assault rifle for distance work. Like the Shock-Madic and regular Nomad, the Nomad Pyro is in the killing business, rather than in the giving-orders business. Also like the Shock-Madic, the Nomad Pyro features a fatal design flaw: the fuel pods for their flamethrowers are basically just explosive gas canisters strapped right to the nomad. Focus your fire on these to detonate them, killing the Nomad Pyro and probably anything near him.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	0.25	1	Normal+	Head	– /

LOCATION: Frostburn Canyon

Nomad Midget

(TVHM ONLY)

Like Midget Goliaths, Nomad Midgets don't give up as much by being midgets as do psychos and marauders. The Nomad Midget has respectable enough health and damage to make you have to plan around it, at least much more than against Psycho Midgets and such. Nomad Midgets only show up during True Vault Hunter Mode.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2.5	1	1.5	Normal+	Head	/ –

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

Heavy Nomad

(TVHM ONLY)

Heavy Nomads are found only during True Vault Hunter Mode, and you'll be thankful for that. These guys are another shock trooper type, like Nomads and Shock-Madics—instead of ordering around bandits, Heavy Nomads simply attack. The scary thing is that they're going to attack with rocket launchers. Yup, as if Goliath Blasters weren't a dangerous enough rocket launcher-toting enemy to add in TVHM, here's another one. Be very careful when a Heavy Nomad is on the scene, keeping cover between you and the nomad if you're not ready to focus your attack on him yet.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8.5	1	6	Normal+	Head	/

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

BADASSES

Badass Nomad

TVHM NAME: Super Badass Nomad Brutalizer

The Badass Nomad decks his shield out in a much more useful accoutrement than a Psycho Midget—this shield is covered in spikes! Badass Nomads are therefore the most aggressive of nomads, as they'll edge toward their target to try to run them into the spikes. Needless to say, you don't want to let these guys near you.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	–	6	Badass	Head	/ –

LOCATION: Three Horns, Frostburn Canyon, Bloodshot Ramparts, Tundra Express, Sawtooth Cauldron

Loot Midget Nomad

Like other loot midgets, Loot Midget Nomads wait, poised within some loot containers, ready to pop out and attack Vault Hunter passersby. These diminutive Badasses are not to be trifled with.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	–	4	Tough+	Head	/ –

LOCATION: Loot containers

Captain Flynt

The game's third boss, who lords over local bandits in the vicinity of Southern Shelf and Liar's Burg. Your first major order of business, once you get Claptrap fixed up, is to depose his rule. The ship's deck upon which you fight Captain Flynt is fretted with exhaust flaps that vent fire from within the ship, and Flynt himself is also capable of producing fiery attacks at close range. Stay away from these vents, and Flynt himself, to avoid getting burnt up by cumulative fire damage.

When Flynt dies, he always drops Flynt's Tinderbox, a unique fire weapon and potentially your first elemental weapon of the game, unless you looted a Maliwan on the way to Flynt. And, like most named and unique enemies, he also has a chance to drop a very rare prize.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
18	TVHM: 1	2.5	Super Badass	Head	– /

LOCATION: Southern Shelf

Doc Mercy

Almost certainly your first exposure to ancient Eridian tech will be during Zed's optional mission "Medical Mystery." It turns out the wounds Zed is so interested in are created by weapons outfitted with alien barrels… one of which Doc Mercy happens to carry. You'll have to kill him to take it. Naturally, he's using it, so watch out. The follow-up mission, "Medical Mystery: X-COM-municate" requires the use of this weapon for a bit of bandit killing.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	1	5	Super Badass	Head	/ –

LOCATION: Three Horns - Valley, mission: "Medical Mystery"

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Assassin Oney

The third out of four hitmen you must eliminate during an optional mission. Like several nomads, Assassin Oney has an incredible health pool. When he dies, he has a good chance to drop a unique weapon.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
19	1	5	Super Badass	Head	/ –

LOCATION: Southpaw Steam & Power, mission "Assassinate the Assassins"

Bad Maw

Bad Maw is a Nomad Torturer on steroids, a lunatic dead-set on proving his disdain for Psycho Midgets. To this end, he's affixed to the front of his shield not one, not two, but three hapless Psycho Midgets. He and his three "friends" guard the entrance to Bloodshot Stronghold in Three Horns.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
18	–	4	Super Badass	Head	/ –

LOCATION: Three Horns Valley

Mad Mike

One of the main enforcers in Bloodshot Stronghold, Mad Mike is the Badass version of a Heavy Nomad. He'll fire from afar with a rocket launcher, and if you're not careful you'll find yourself dead or dying very unexpectedly.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
16	1	6	Super Badass	Head	/ –

LOCATION: Bloodshot Stronghold

Ambush Commander

Mortar's ambush staff inside Sawtooth Cauldron provides a fierce challenge, against one of the least friendly backdrops on all of Pandora. Like Badass Nomads, the Ambush Commander has spikes on the front of his shield, and he'll approach foes with the intent of spearing them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	–	6	Badass	Head	/ –

LOCATION: Sawtooth Cauldron, mission: "Toil and Trouble"

Deputy Winger

The loyal right hand of the Sheriff of Lynchwood. Your fight is not with this nomad, so if you can complete "Showdown" without shooting Deputy Winger you'll complete an optional objective.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	–	1	Badass	Head	/ –

LOCATION: Lynchwood, mission: "Showdown"

Sheriff's Posse

This skag and its rider are quite a sci-fi reimagining of the wild west. The rider's vulnerable point is the head, as is true of any humanoid. The skag's weak point is inside its mouth, which is exposed mainly when the beast roars.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	–	2	Badass	Mouth	/ –

LOCATION: Lynchwood

Prospector Zeke

This is the nomad running the Eridium mining operation in Tundra Express. During the mission "Mine, All Mine" you'll have to go ask him some questions. Questions like, "Can you hold these bullets for me? I'm going to give them over by firing them into you."

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
16	1	6	Super Badass	Head	/ –

LOCATION: Tundra Express, mission: "Mine, All Mine"

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CRYSTALISKS

Crystalisks are strange, craggy creatures from deep underground. Their newfound presence on Pandora is thought to be a consequence of the recent opening of the Vault, which might have enticed them to the surface. When full grown, crystalisks range from large to enormous in size. They are not only unique in that the subterranean environment seems to have created sentient rock creatures, but also that they are a tri-pedal species… they walk upon three legs like a living tripod, and they have no other limbs.

On each of their three legs is a quartz-like crystal deposit, prismatic in the light. These deposits are their only sensitive regions—apart from the crystals on their legs, crystalisks are practically invulnerable. Bullets will deal no damage to the body, and they may even ricochet and hit the shooter. Status effects will not take hold. Explosives with a large blast radius will still deal damage to crystalisks if they detonate on the body. That's very far from efficient, though—when hunting crystalisks, target the leg weak points exclusively. The brittle, fresh makeup of these crystal points makes them especially vulnerable to melee attacks and explosives.

Each vulnerable zone on the three legs represents a third of the crystalisk's health. As each leg crystal is shattered, the radiant fragments of the destroyed sensitive area will splinter off and fall to the ground. When the spot is destroyed on all three legs, the crystalisk's main body will explode during its death throes, splintering off further shining chunks from the crystalisk. The explosions of destroyed leg spots and the death throes of crystalisks are capable of hurting passersby, so keep back when they go. These chunks can all be picked up, and they are so valuable that they'll add to your money total directly. That the diet of a crystalisk happens to be something mercs love to trade in doesn't bode well for the long-term population of crystalisks on Pandora.

Crystalisks may be basically made of rocks, but they possess rudimentary intelligence, and strong senses of self-preservation and self-defense. If a crystalisk specimen has one or two of its weak spots destroyed it will actually attempt to orient itself such that the remaining vulnerable area is pointed away from the assailant. In doing so they use their own granite-solid centers as cover. Clever girls, indeed. Carefully tossed grenades or well-aimed explosive splash damage can still hit hidden critical areas, and the various Action Skills are all crucial for cracking the shell of a crystalisk.

Don't even try shooting anywhere up here. It'll only make you sad.
These gargantuan beasts are nearly indestructible.
Nearly.
Attack the feet!
This one too!
Don't forget the one back here!
Bullets do the job, but a true hunter works with his hands!
Critical
Vulnerable
Resistant

PEONS

Volatile Crystalisk

The most plentiful crystalisk is the normal, full-grown, not-whatsoever-docile adult. If they burrow up nearby or you approach one that's roaming, it will attack. When you're far away, it will launch needle-like projectiles from whichever of its mouths is facing you. For a bigger punch, crystalisks will also brace themselves and launch a heavy crystal mortar, which spikes into the ground, charges up, and explodes. They're keen marks… men (marksrockmen?) with these mortars, and you'll have to sprint away immediately to avoid damage if one deploys nearby. Rushing a crystalisk and swinging away at its legs can work well, *especially* if you have a strong melee build (we're looking at you, Zero). But up close they'll either stomp with their legs, or plant their legs and stomp with their *middle*, pounding percussively into the ground and dealing damage in a wide radius.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	—	1.5	Tough	Leg crystals	Weak to explosives and melee on leg crystals

LOCATION: **The Fridge, Caustic Caverns**

Exploding Mini Crystalisk

These crystalisks younglings have not lived long enough and consumed enough crystals for their exoskeletons to fully develop. So they are not yet defensible enough to utterly resist status effects, and they take damage from shots that aren't right on target on a weak point. They attack by moving in close, then either stomping with their legs, or hunkering down into a little burrow briefly to gather up the will and energy to self-destruct, splashing damage all around them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1	Tough	Leg crystals	Weak to melee and explosive damage on leg crystals

LOCATION: **Caustic Caverns (mission: "Safe and Sound" only against Blue)**

Volcanic Crystalisk

These charred crystalisks bathe in higher temperatures, and so are not as hardened and a little softer to damage. But otherwise, they'll behave as Volatile Crystalisks do. Target the legs hard and fast with the best weapon you have for dishing out crits.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	—	0.5	Normal High	Leg crystals	Weak to melee and explosive damage on leg crystals

LOCATION: **Beyond Hero's Pass**

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Blue

Marcus tasks you with retrieving something important to him from a safe hidden deep underground at one point. But getting the safe won't be a walk in the park—you'll have varkids, crystalisks, and caustic green glop to wade through while searching out the chest. And then you'll have Blue.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
24	—	1.5	Super Badass	Leg crystal	Weak to melee/explosive on leg crystals

LOCATION: Caustic Caverns, mission: "Safe and Sound"

RAKKS

generally unless provoked, which will often be by stray gunfire, either yours or the enemy's. Rakks are just as willing to divebomb bandits who accidentally zing them as they are to divebomb you.

Once provoked, rakks circle until they find an angle they like, then fly into a straight path at the target to divebomb. Their final approach is obvious for its directness; if they're flying straight at you in a particular posture for more than a second, it's not a swoop that just *happens* to be in your direction.

As they dip and swirl in midair, rakks are difficult to strike, but they make themselves obvious targets as they arrow in to attack. Straight-on sighted fire at them with any weapon as they swoop in will work; hip fired shotguns and very late hip fired sniper rifles will do wonders against rakks, too. Using late shots from these weapons to snipe rakks at the last moment has the advantage of dropping the loot right on top of you. For style points, kill rakks with Tediore reloads… this also unlocks an Achievement. (Using Maya's Phaselock to freeze a flying enemy in place to produce an easy target is also a great tactic.) Rakks are almost never alone, and instigating a fight with one will usually commit you to a fight with a half dozen or more.

As a thin-skinned cross between a bat and a bird, rakks are particularly vulnerable to fire.

Rakk may not have any specific "Critical" vulnerabilities, but their everything is quite fragile.
You can try for a headshot, but who cares?
Rakk wing leather can make for some truly dashing headwear.
Very sharp talons. Great for ornaments.
Critical
Vulnerable
Resistant

PEONS

Rakk

TVHM NAME: Sky Hunter

The most common and least threatening rakk race is spied only a matter of zones into the game, over Liar's Burg. They may even get involved in the early festivities between Flynt's marauders and local bullymongs. You'll continue to see regular rakks throughout your adventure. Remember that, since rakks are melee creatures, if you're wearing an elemental spike shield, rakks will take damage just for divebombing you. If it's a fire spike shield, you might kill rakks that attack you without even realizing it!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.4	—	1.2	Chump	—	/ —

LOCATION: Almost anywhere outside

Slagged Rakk

Rakks exposed to too much of the residual Eridium spread in the environment become permanently Slagged, mutated into a stronger, but innately flawed, creature.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1.5	Normal	—	/

LOCATION: Almost anywhere outside

Pow, Bam, Zap, and Rakkman's Minion

Rakkman's minions are weak individually, but strong collectively. Don't let them gang up on you unknowingly. Against flying enemies, like rakks and Hyperion surveyors, it's often possible to use the environment to discourage them from attacking at all. Flyers can't attack straight down, so if you're oriented near any precipitous cliffs or buildings that block a view or access from the sky, rakks naturally can't approach from that direction.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.3	—	2	Normal	—	/ —

LOCATION: The Fridge

Volcanic Rakk

These Volcanic Rakks are lucky just to stay alive in their searing environment, let alone stand up as a fighting force. Volcanic Rakks have health that is well below average. The better to give an opportunistic, downed Vault Hunter a sterling chance at Second Wind, when near Volcanic Rakks.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.4	—	1.2	Normal	—	/ —

LOCATION: Beyond Hero's Pass

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Badass Rakk

TVHM NAME: Super Badass Rakk

These big daddies among standard rakks hit much harder, and pack *way* more health. Try to pump all the close range damage you can into Badass Rakks as they divebomb, like by hitting them dead-on with a Torgue shotgun blast or something.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	—	2.5	Badass	—	/ —

LOCATION: Almost anywhere outside

Chubby Rakk

It's a very rare rakk indeed that can find and devour enough food to get here in the first place. Chubby rakks are sluggish in their airborne trajectories, but watch out if they do get within striking range—they'll deal heavy damage.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	5	Super Badass	—	/ —

LOCATION: Almost anywhere outside

Skrakk

TVHM NAME: Fierce Skrakk

These abominations may or may not have been created unethically and let loose irresponsibly by Dr. Zed. During the mission "Monster Mash: Part 3," you must hunt them down and exterminate them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	—	2	Tough	—	/ —

LOCATION: Arid Nexus, mission: "Monster Mash: Part 3"

Rakkman

TVHM NAME: Rakkman Forever

This vigilante appears sometimes in the midst of the rats and crystalisks of The Fridge. He commands a coterie of rakks, as he actually shares allegiance with the rakk beasts rather than humans.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	1	1.5	Super Badass	Head	/ —

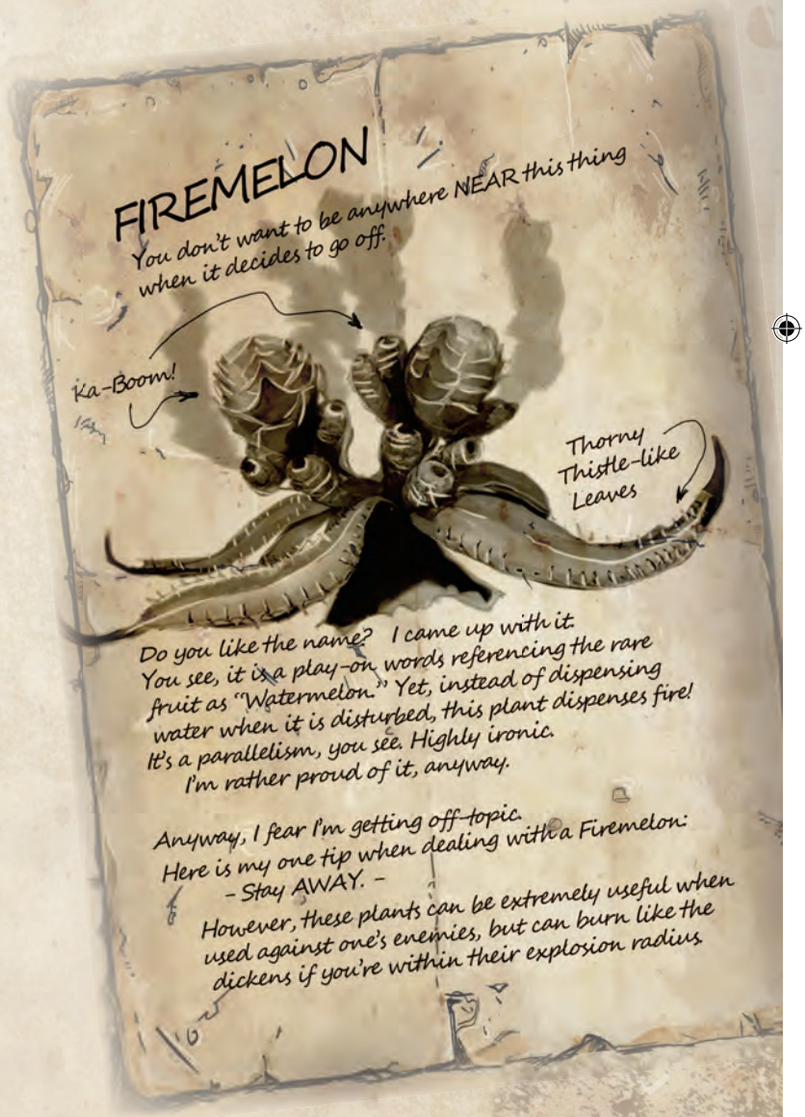
LOCATION: The Fridge

Son of Mothrakk

During the course of completing story missions, you'll fight through an area called the Wildlife Exploitation Preserve. At the end of this area, the boss you encounter is unthinkable (but not the Son of Mothrakk). Return to the last area of the preserve any time after the tragic encounter, and Son of Mothrakk will be waiting then.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	3	Super Badass	—	/ —

LOCATION: Wildlife Exploitation Preserve


FIREMELON
You don't want to be anywhere NEAR this thing when it decides to go off.
Ka-Boom!
Thorny Thistle-like Leaves
Do you like the name? I came up with it. You see, it is a play-on words referencing the rare fruit as "Watermelon." Yet, instead of dispensing water when it is disturbed, this plant dispenses fire! It's a parallelism, you see. Highly ironic. I'm rather proud of it, anyway.
Anyway, I fear I'm getting off-topic. Here is my one tip when dealing with a Firemelon: - Stay AWAY. -
However, these plants can be extremely useful when used against one's enemies, but can burn like the dickens if you're within their explosion radius.

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SKAGS

Skags are still around, of course. These horny quadrupeds are stout, smoosh-faced and squat, with a low center of gravity. With the exception of Spitter Skags, the various skag species attack by rushing their opposition, so they can claw and bite up close. Skags are smart enough to try to dodge projectiles fired at them as they're approaching. They are also *always* arrayed in packs, usually congregating around one of their dens or at a watering hole of some sort; provoking one of them will lead to provoking all of them.

Their hide is thick and spiny, almost like rock, but for most skags it's not *quite* like armor, so fire is still the way to go. This thick hide does mostly obscure their weak spot, though. It's not just the head like most creatures—it's actually inside their mouths! Shoot for their gaping maws as they bellow, spit, or barf to deal extra damage.

Badass skags are imbued with elemental powers innately, and their high status in the skag hierarchy allows them to pass elemental powers on to their betas. A very manageable fight with a half-dozen skags can very quickly get out of hand if a Badass Fire Skag shows up and sets them all aflame, enhancing the offense of every beast.

Beware the elemental Skags!
Larger Skags have tough hides around their heads and spines
But the weak ones don't!
Shoot away!
When it opens its mouth, shut it up with a bullet!
Their legs are nimble, but weak. A crippled Skag is a dead Skag!
Critical
Vulnerable
Resistant

PEONS

Pup Skag

TVHM NAME: Horned Pup Skag

Pup Skags are baby skags that pose virtually no threat, unless they attack among many others. Their threat level rises around the presence of a Badass skag, though, as Badasses can imbue Pup Skags with their elemental properties. A Badass Corrosive Skag will turn the pups around it into Corrosive Pup Skags. While boosted by a Badass, Pup Skags will gain health regeneration and enhanced damage, thanks to elemental biting. Pup Skags infused with an element can inflict you with a status effect by sinking their chompers into you.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.35	—	0.35	Chump	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Adult Skag

TVHM NAME: Horned Skag

Full-grown Pup Skags are no longer pups, they're adults. They're faster, have more varied attacks, and are harder to kill. They leap forward to pounce or swipe with their unfurling tongues from a few steps back, and slash and bite up close. Like Pup Skags, Adult Skags can be transformed into elemental versions of themselves by a nearby Badass, regaining health and attacking with elemental pounces.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	1	Normal	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Spitter Skag

TVHM NAME: Hawking Skag

Spitter Skags hang back further than pups or adults, the better to hock smoking, rancid phlegm balls at their prey from far away. Spitter Skags can aim their spitballs with deadeye accuracy. If you close in, they swipe with teeth and claws like any skag. A Badass skag can grant its element to a Spitter, which results in a skag that acts like elemental artillery.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	—	1.25	Normal	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Barf Skag

TVHM NAME: Vomitous Skag

The appropriately-named Barf Skags rush forward and attempt to eat away at their targets with an awful torrent of stomach juices. Like Pups, Adults, and Spitters, they can be transformed into elemental Barf Skags by a nearby Badass skag. In this event, their vomit stream becomes far more potent—retching up flaming, corrosive, shocking, or Slagging bile. The upshot is the Barf Skags must eat a lot of crap to maintain their awful digestive self-defense mechanism, so as they barf they sometimes upchuck loot or items that they previously consumed indiscriminately.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	—	3	Normal+	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Alpha Skag

TVHM NAME: Elder Alpha Skag

Skags have naturally thick hides, but they're not technically *armored*… well, most of them anyway. A couple of them *do* have hides thick enough to constitute armor, and the Alpha Skag is one of them. This creature uses its extra health and resilience through armor to move in close and attack. The presence of an outer armor shell means that Alpha Skags are actually vulnerable to corrosive weapons, rather than Fire weapons like most skags. Mercifully, Alpha Skags do not adopt the elements of nearby Badass skags.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	5	Tough	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Rabid Skag

(TVHM ONLY)

Appearing only during True Vault Hunter Mode, Rabid Skags are terrifyingly quick, ravenous skags that rush forward to attack rapidly in close. Their sizable health pool, speed, and damage potential mean they can overwhelm their prey in short order. Take these threats very seriously—you'll probably want to interdict them with something long before they're covering the screen with slash marks. Singularity grenades and Action Skills go a long way toward controlling them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	3	Super Badass	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

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Badass Fire Skag

TVHM NAME: Super Badass Fire Skag

Badass skags always have an element, which enhances their attacks and defines their own resistance. They also have large health pools and do lots of damage, making them formidable wildlife. They're even more dangerous when surrounded by lots of their minions, as the lesser skags will adopt the elemental property of the Badass. Not only do Badass Fire Skags have a huge damage multiplier, but you might recall your character is made of flesh. Also, these skags don't have the normal skag deficiency of being weak to fire. Watch out!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	—	9	Badass	Mouth	— /

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Badass Shock Skag

TVHM NAME: Super Badass Shock Skag

Badass Shock Skags don't deal as much raw damage as Badass Fire Skags, but they make up for it with their ability to strip away your shield dangerously fast. This is especially true if they create any electrifying underlings to help them. At least they are all still vulnerable to fire.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
9	—	4	Badass	Mouth	/

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Badass Corrosive Skag

TVHM NAME: Super Badass Corrosive Skag

Badass Corrosive Skags don't have quite the oomph behind their hits of their fire-born brethren, and they don't strip shields like their shocking cousins. What they do have is a *gigantic* pool of health, the better to spend more time corrupting other skags in the scrap and transforming them into corrosive fighters. These skags are still vulnerable to fire, but they also become resistant to corrosion. It's too bad no one makes brake linings out of corrosive skags.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
16	—	6	Badass	Mouth	/

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Badass Slag Skag

TVHM NAME: Super Badass Slag Skag

Badass Slag Skags raise the stakes for everyone, spreading Slag throughout the skag party while making all skags capable of inflicting Slag. As with other Badass skags, these are public enemy number one when they're present, and you should prioritize them before most other targets, especially over lesser skags.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
9	—	3	Badass	Mouth	/

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Chubby Skag

These drastically overweight skags could surely stand to rummage through the skag piles for scraps a little bit less often. Their heft gives them staying power, but also slows them down. As long as you keep them at a distance and don't let them sneak in for a close-range attack, they shouldn't be a problem.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	5	Super Badass	Mouth	/ —

LOCATION: Three Horns, Three Horns Valley, Wildlife Exploitation Preserve, Arid Nexus

Tumbaa

Tumbaa roams the Wildlife Exploitation Preserve with his inter-species stalker buddy, Pimon. There's a Challenge to unlock for killing both of them within 10 seconds of one another. That's the opposite of the circle of life. Like most named, unique creatures, these monsters may drop some awesome weapons or gear… if you're fortunate.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
9	—	3	Super Badass	Mouth	/ —

LOCATION: Wildlife Exploitation Preserve

Dukino's Mom

Like the Alpha Skag, this giant armored monstrosity is weak to corrosive ammunition, rather than Fire rounds. This is crucial to success, because this fierce brood mother, not-so-affectionately also known as "Skagzilla," is an ancient skag with a huge health reservoir.

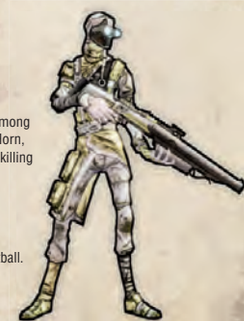
HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
70	—	5	Super Badass	Mouth	/ —

LOCATION: Lynchwood, mission: "Demon Hunter"

Boll

This bandit, like Savage Lee of the psychos, is more at home among beast than man. Boll has made peace with the skags in Three Horn, and will not fight them, nor they with him. You are tasked with killing Boll during the mission "In Memoriam," and a side Challenge involves killing him without harming any of his skags. (This is much easier to do by sniping from the deck of a nearby boat, raised and flash-frozen in old ice!)

Upon death, Boll may drop the legendary Tediore grenade, Fastball.



HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
13	1	2.5	Super Badass	Head	/ —

LOCATION: Three Horns Divide, mission: "In Memoriam"

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SPIDERANTS

Spiderants are a matriarchal hive species adapted to Pandora's harsh and various biomes. The dirt mound exits from their hives are a proverbial tip of the iceberg, as spiderant colonies can build vast subterranean cave structures. Being burrowing creatures, spiderants can also emerge from fresh ground, as well as from premade den exits.

Within spiderant society, tasks are accomplished by spiderant species that have adapted to their purpose, so you'll find many different varieties. They are all distinguished by their odd, near-symmetrical quad-leg array, which allows agile movement in any direction. The hardened front of the forelegs and the rigid helmet on the carapace provide solid protection to spiderants from the front, as their critical-vulnerable area is their squishy abdomen. This area is always protected, therefore, if they are oriented toward their aggressor.

Being hive creatures, spiderants always congregate and attack in groups. The strongest spiderants can call others to their aid.

PEONS

Spiderling

The youngest and most numerous spiderant is the Spiderling. Spiderants can have broods in the hundreds, reproducing by quantity over quality. These young ones are weak but quick, able to nimbly leap to dodge or attack. In close they can also swipe with their forelegs, in addition to leaping.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.25	—	0.4	Chump	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Spiderant Worker

NORMAL

TVHM

TVHM NAME: Spiderant Velite

A standard member of the general spiderant labor pool, Spiderant Workers are usually tasked with building and maintaining mounds and hives. Their ability to spray out webbing to this end also helps them with defense—they shoot out snagging webs at perceived threats. On contact, these webs can slow the movement speed of targets briefly. Spiderant Workers also slash with their legs at nearby threats.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.7	—	0.6	Normal	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Spiderant Soldier

TVHM NAME: Arbalest Spiderant

A branch of spiderants that specializes in combat, Spiderant Soldiers are even better at launching web projectiles than Workers. Attentive, lateral movement is essential when combating these foes.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.8	—	0.6	Normal+	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

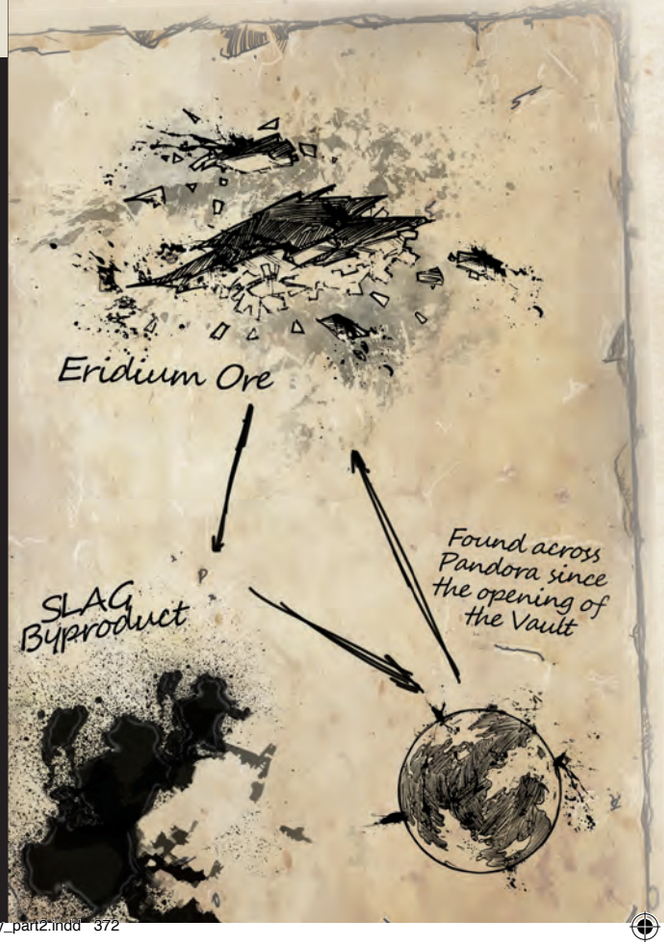
Spiderant Warrior

TVHM NAME: Spiderant Legionaire

If Soldiers are the artillery, then Warriors are the infantry. Spiderant Warriors are built to attack from close range. They curl into a ball and roll to charge forward, then slash with their front limbs up close.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.25	—	0.6	Normal+	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns



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Spiderant Sentinel

TVHM NAME: Spiderant Praetorian

Spiderant Sentinels are servants of a Queen Spiderant, and follow her commands. They can swipe with their limbs, pound the ground around them for radius percussion damage, or attack at range by shooting sticky webbing. If the Queen commanding them dies, Spiderant Sentinels continue to attack at their own discretion.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	—	0.8	Normal+	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Poisonous Spiderant

TVHM NAME: Leperous Spiderant

These wretched, stinking spiderant variants are dripping with corrosive fluid, and their attack and webbed projectiles are infused with it. They can inflict you with a Corrosive status effect, dealing damage over time and obscuring your field of view.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	—	1	Tough	Abdomen	/

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Fire Spiderant

TVHM NAME: Spiderant Sapper

Instead of webbing, these spiderants can sling flaming globs of fire that can light targets aflame, which may include you if you're not careful. Fire Spiderants resist Fire damage, unlike their cousins, which may force you to switch weapons.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	—	1	Tough	Abdomen	— /

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Slagged Spiderant

The opening of the Vault has irradiated large areas with Eridium. The result: Slag-mutated versions of Pandoran wildlife. The Slagged Spiderant is a little tougher than other spiderants its size, and it can inflict Slag on its prey.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.25	—	1	Normal	Abdomen	/

LOCATION: The Dust, Caustic Caverns

Spiderant Knight

TVHM NAME: Centurion Spiderant

Spiderant Knights are the bouncers of the spiderant family, the heaviest brawlers. Their heft translates into stronger swings with their heavy forelegs, and strong reverberations when they slam the ground for an area-of-effect smash. When Spiderant Knights have a target in mind, they usually try to close in, but Knights are also capable of tossing webbing from afar if there's no clear route for melee attacks.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	1.5	Tough	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Spiderant King

TVHM NAME: Emperor Spiderant

The Spiderant King has the most versatile offensive abilities of the spiderants, as it's often the last line of defense before the Queen (who is herself no slouch; much tougher than the King, actually). A Spiderant King can swing its limbs for melee, leap at targets a little further away, and curl up into a ball and roll to surprise enemies further still. At a distance, Spiderant Kings are also capable of rapid webbing bombardment, like Spiderant Soldiers.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	1	Tough+	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Queen Spiderant

TVHM NAME: Spiderant Matriarch

The Queen Spiderant is the leader of a given hive, and can summon and command Spiderant Sentinels to aid her. She herself is also a ferocious attacker. From far away, she can shoot webbing as usual, but can also launch exploding web bombs, which can slow down victims caught in the web blast radius. Up close, she can pound the ground in all directions around her and shoot webbing.

If you kill a Queen by shooting her in the abdomen, the weak spot, she'll split during her death throes and any Spiderlings gestated enough to survive on their own will emerge.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	—	1.1	Super Badass	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

Chubby Spiderant

These spiderants haven't been counting their calories. Carting around this extra weight makes them physically stronger and tougher, but also slows them down greatly. You won't see one of these often. If you do, give it a wide berth but don't pass it up. Killing a chubby monster unlocks an Achievement or Trophy, and chubby monsters drop tons of treasure like loot midgets do!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	3	Super Badass	Abdomen	/ —

LOCATION: Frostburn Canyon, The Dust, Caustic Caverns

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Spycho

Dr. Zed is a bit of an artist. Also, he's insane, and his chosen canvas is… well, you'll see. During the "Monster Mash" mission series, Dr. Zed asks you to covertly collect portions of various creatures for him to do… well, don't worry about what he wants to do. Also, he didn't ask you for anything.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	—	1.2	Super Badass	Abdomen	🔥 / —

LOCATION: **Mission: "Monster Mash: Part 1"**

Scorch

Incinerator Clayton is worried that the fanbase for fiery demigods might be split between the Firehawk and Scorch. And since Incinerator Clayton favors the Firehawk, he tasks you with killing Scorch. Scorch, as the name suggests, is a flaming spiderant Badass that's surrounded by spiderant underlings. Kill Scorch without damaging any of the other spiderants in the vicinity to complete a particularly taxing Challenge.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	1	Super Badass	Abdomen	— / 🔥

LOCATION: **Frostburn Canyon, mission: "Cult Following: False Idols"**

The Black Queen

The Black Queen is an obsidian-colored wonder you may find roaming in The Dust, attended to by her subjects. Most uniquely-named enemies in the game are unique Badasses, who upon death may drop some stunning loot. The Black Queen is a prime example.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
16	—	1.25	Ultimate Badass	Abdomen	🔥 / —

LOCATION: **The Dust**

STALKERS

Stalkers are compact and lithe, mottled with scales. Their wing-like forelimbs and their tails combine to give them serpentine movement on the ground, with a low profile—these things aren't tall, so aiming waist-high as against a humanoid will whizz clean over the heads of stalkers.

Any stalker can attack up close with a tail whip, and many also leap or grapple with their forelimbs. Some stalkers have a ranged attack, flinging spines from the tail with surprisingly accurate aim.

But, most interestingly, stalkers have an evolved adaptive mechanism that behaves alarmingly like the cloaking abilities of certain other human enemies, and Zero. It's worth noting any other cloaker is using extra-body tech—only stalkers have it as a consequence of their biology. While a stalker is cloaked, you can just *barely* see their location by a faint blue mirage that is a mild giveaway; if you can manage to hit their actual location, you can still damage them, but you cannot use homing abilities to hit them automatically or lock onto them with Maya's Phaselock.

The Sachs organ found within stalkers enables their cloaking; it also grants them nature's only biologically-powered shield. A stalker's ability to cloak is dependent on its shield energy. Deplete their shields and they cannot cloak. Naturally, it follows that shock weapons are the best tools for hunting stalkers. Shock ammo knocks their shields off at least twice as fast as any other weapon type, rendering them much more vulnerable (and far less annoying) faster.

When it appears, shoot it in the bloody face!
It became much easier to 'observe' this creature post-mortem.
What are these? Wings?
Did these things once fly?
Stalkers aren't terribly difficult to kill, provided you can actually keep track of the blighters
Damn clever stealthy bastards!
Critical
Vulnerable
Resistant

> ***Stalkers are a pain in the patonkus, but their design is awesome. The fact that they go invisible, but Zero can still see them, is great. Plus all the variations!***
>
> ***– KIRST KAHLER, QA ARBITER***

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PEONS

Spring Stalker

TVHM NAME: Poison Stalker

The Spring Stalker spends most of its time basking and scavenging idly, but startling one causes it to cloak and look for a good angle from which to attack. They uncloak again somewhere nearby, seeking an opening to pounce. With bladed forelimbs and tail, it's easy to see how a pounce from one of these is unappealing.

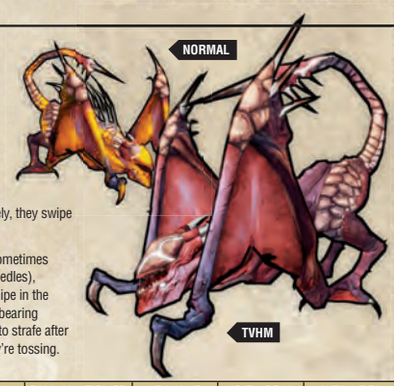
If you have trouble tracking stalkers as they move around while cloaked, try using an electric shotgun, or precise Shock grenades. These don't require perfect target acquisition, and if you hit anywhere near the target's location, they won't be able to cloak for long.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	1	2	Normal	Head	/ –

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

Needle Stalker

TVHM NAME: Nitro Stalker



These stalkers are less eager to bound ahead to slash, and prefer to hang back and fling spikes from their tails. They cloak to relocate to a new sniping perch. If you approach them aggressively, they swipe with a harmful tail attack.

Since Needle Stalkers actually sit still sometimes (basically, when they're flinging their needles), they're the best stalker candidates to snipe in the head, if you don't have anything closer bearing down on you to stop you. Just be sure to strafe after your headshots to avoid the spikes they're tossing.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	1.5	1	Normal+	Head	/ –

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

Ambush Stalker

TVHM NAME: Flash Stalker

The Ambush Stalker is imbued with flame properties, so it can burn at a touch. It also deals more damage against flesh (translation: *you*) than Spring Stalkers, who are just as strong but aren't naturally on fire. The Ambush Stalker's shield is also a little bit stronger.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	1.5	2	Tough	Head	/

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

Cyclone Stalker

TVHM NAME: Zing Stalker

Ambush Stalkers are to fire as Cyclone Stalkers are to electricity. Cyclone Stalkers can be particularly problematic because they can be so good at taking out your defenses, since their attacks are all shocking, thus dealing double damage to shields. They also have considerable health, for being stalkers. Although their bodies are Shock resistant when it comes to damage, you should still use a Shock weapon to take down their shield quickly, before switching to something else for the finish.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2.5	2	1.25	Tough+	Head	/

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

Slagged Stalker

These mutated stalkers have been exposed to too much Eridium, warping their features. Getting too close to a Slagged enemy can cause Slag on you, so back off when Slagged Stalkers pounce.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.7	1.7	1.35	Normal+	Head	/

LOCATION: Wildlife Exploitation Preserve

Rabid Stalker

(TVHM ONLY)

The Rabid Stalker shows up only during True Vault Hunter Mode, but that's hardly a relief, since the Rabid Stalker still shows up. This is one of the fastest, most unrelenting creatures on Pandora. When it has a target in mind, it will bound recklessly forward, swiping repeatedly and with mad abandon when it's close enough. A single Rabid Stalker is plenty to overwhelm an unsuspecting Vault Hunter, let alone a single Rapid Stalker in the midst of other stalkers, or even other Rabids…

Keep these things at arm's length. And by arm's length, we mean an arm that is as long as Sanctuary is wide.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	5	1	Badass	Head	/ –

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

BADASSES

Badass Stalker

TVHM NAME: Super Badass Stalker

Badass Stalkers are much tougher than regular ones, so this should probably be your focus if there's one in the neighborhood since it will almost certainly be focused on you. As against Rabid Stalkers, there are several tactics useful for waylaying an overly-eager melee attacker. You can toss a Singularity grenade, use Maya's Phaselock, deploy Axton's Sabre Turret, or Zero's use Deception hologram. And those are just the most obvious and reliable.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	4	2	Badass	Head	/ –

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

Chubby Stalker

This portly stalker can hardly engage in the floor gymnastics of its more nimble relatives, and will instead drag its bulk on grudgingly, with limbs not really suited to the task. Still, Chubby Stalkers can hit hard if you let them, and manage to absorb a lot of damage before dying. When they finally DO die, expect a veritable loot shower. Perhaps chubby enemies just suffer from constipation after consuming all that human detritus and money?

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	7	4	Super Badass	Head	/ –

LOCATION: The Highlands, The Fridge, Wildlife Exploitation Preserve

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Pimon

Pimon is the friend to the end of Tumbaa, and together they patrol the Wildlife Exploitation Preserve. This is beautiful proof that different animals with no obvious, hardwired vested interest can still become great companions. However, it doesn't mean you shouldn't kill them. Just appreciate the beauty for a second or two before riddling them with ammo. If you can kill both creatures within 10 seconds of one another (whittling them both down to a near-death life bar, then killing them both in quick succession works), you'll score a difficult Challenge for the area.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	8	3	Super Badass	Head	/

LOCATION: Wildlife Exploitation Preserve

Sinkhole

You are sent to get the psycho, Shorty, on the mission "Swallowed Whole." So, "Silence of the Lambs" this is not—the mission is named that for reasons that become immediately evident. In order to get Shorty, you must first get Shorty out of Sinkhole! Sinkhole ate Shorty, but you'll see Shorty in Sinkhole's stomach when it cloaks.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	3	4	Super Badass	Head	/ –

LOCATION: The Fridge, mission: "Swallowed Whole"

Henry

A man named Taggart, an old Hammerlock (shall we say) acquaintance, was looking deeply into stalker behavior in the wild. His exploits led him to discover much about these beasts, which you learn during the "Stalker of Stalkers" mission. During THIS mission, you'll find out more about Taggart's mom. And his pal, Henry, who happens to be this Badass stalker.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	10	2	Super Badass	Head	/ –

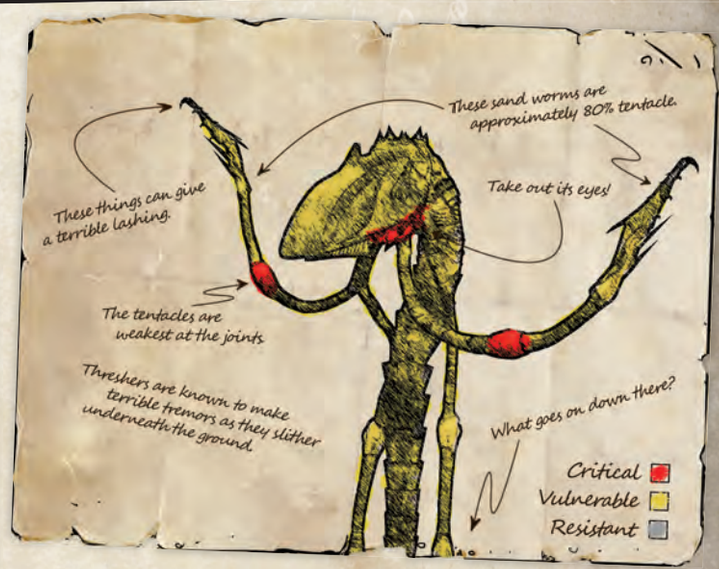
LOCATION: The Highlands, mission: "Best Mother's Day Ever"

THRESHERS

Threshers are violent worm-like cylindrical monsters that move by burrowing. While burrowing, they ingest the matter they pass through. They must always be eating, so they're always burrowing and moving, and they can grow to enormous size—it's actually not known whether there's a limit for how big a thresher can get, really.

All thresher varieties move primarily by burrowing, although some of the smaller ones can also, from burrows in the ground, launch themselves through the air in great arcs before landing and burrowing right back down again. Their methods of attack are varied, depending on the species. Apart from the ones small enough to leap in the air, threshers are too large, multifaceted, and cumbersome for Maya to suspend them with Phaselock; instead, they just take sudden damage.

Threshers can get HOW big...?


These sand worms are approximately 80% tentacle.
These things can give a terrible lashing.
Take out its eyes!
The tentacles are weakest at the joints.
Threshers are known to make terrible tremors as they slither underneath the ground.
What goes on down there?
Critical
Vulnerable
Resistant

> *That thresher has more than meets the eye. Its entire body is a worm and it has four long tentacles. On top of that, it's extremely mobile and fierce. We went through many, many, many renditions of the rig until we finally got something that you now see in-game. There's just a lot to animate on those beasts.*
>
> **– RYAN METCALF, TECHNICAL ANIMATOR**

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PEONS

Tadpole Thresher

TVHM NAME: Leech Thresher

These are the seeds that will one day become Mossmud and Pyre Threshers, and the like. Well, that is unless you exterminate them first. Tadpole Threshers move by both burrowing and leaping, though the leaping is unwise of them—it makes them pretty easy targets for you while they're out of the ground and soaring. When a Tadpole Thresher wants to attack, it either throws spikes from its tentacles at long range, or swipes with its tentacles up close.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	—	1	Tough	Eyes	/ —

LOCATION: The Highlands, Caustic Caverns, Sawtooth Cauldron

Slagged Thresher

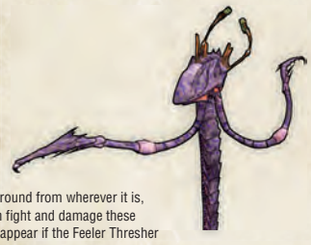
Since threshers are underground dwellers, they've had extra chances at Eridium exposure, versus land dwellers that had to wait for the Vault to be opened. Slagged Threshers behave like Tadpole Threshers, but they're tougher to kill and they can inflict Slag status on you with their attacks. They're also resistant to Slag damage sources themselves.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	—	1.5	Tough	Eyes	/

LOCATION: Caustic Caverns, Sawtooth Cauldron

Feeler Thresher

TVHM NAME: Groper Thresher



The Feeler Thresher is larger and more mature than Tadpole Threshers, so they've left leaping aboveground behind them. They still throw spikes from tentacles, and swipe with them, too… but with a twist—when you're far away, the Feeler Thresher may burrow its tentacles into the ground from wherever it is, then resurface them right by you to attack! You can fight and damage these tentacles, possibly destroying them; they'll also disappear if the Feeler Thresher chooses to retract them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	—	2	Tough+	Eyes	/ —

LOCATION: The Highlands, Caustic Caverns, Sawtooth Cauldron

Wormhole Thresher

TVHM NAME: Blackhole Thresher

The Wormhole Thresher has the ability, unique among life forms on Pandora, to suck in desired targets as though the attacker itself became a Singularity grenade. It becomes even more dangerous because the Wormhole Thresher can puff up spines all around its body as it does this! The suction pulls its targets right onto the spines, and into point-blank range.

Breaking the suction attack is accomplished by dealing damage to the Wormhole Thresher. Hurt it enough, and it will break off the attack. The spine suction action is its bread and butter, but it can also use other mainstays like tossing tentacles spikes and swiping with tentacles.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	2	Tough+	Eyes	/ —

LOCATION: The Highlands, Caustic Caverns, Sawtooth Cauldron

Turf Thresher

TVHM NAME: Mossmud Thresher

Turf Threshers are more like minibosses than normal enemies. They do everything the other threshers do (except leaping, which is only for the young'ns, and sucking in, which is only from Wormhole Threshers). However, they also use their tentacles to smack the ground around the main stalk viciously, creating area-of-effect damage. And while the Feeler Thresher can send out two tentacles through the ground independent of the main stalk to harass you, Turf Threshers can send *four*. Note that taking down all the tentacles independently and then the Turf Thresher will amount to a ton of XP!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	—	2	Badass	Eyes	/ —

LOCATION: The Highlands, Caustic Caverns, Sawtooth Cauldron

BADASSES

Gluttonous Thresher

Ah, the best laid plans of rats and psychos… or however that goes. An overindulgent thresher will interrupt a very important mission in a very gustatory way. For reasons that become apparent when you get there, the Gluttonous Thresher actually has a shield, so you might come toting a Shock weapon at first. This extra-fully-grown thresher can spawn up to *six* satellite tentacles to complement the main stalk.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
25	2	3	Ultimate Badass	Eyes	/ —

LOCATION: The Highlands, mission: "Bright Lights, Flying City"

Old Slappy

Why, it's the vile thresher that robbed Hammerlock of a limb! That's not taken lightly whatsoever. During the mission "Slap-Happy," you must lure this old fiend out with some interesting bait. Apart from its heritage, Old Slappy is a very similar specimen to the Gluttonous Thresher, and also engages up to six tentacles at a time in the fight.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
40	—	2	Super Badass	Eyes	/ —

LOCATION: The Highlands, mission: "Slap-Happy"

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Badass Pyre Thresher

TVHM NAME: **Super Badass Pyre Thresher**
One of the baddest baddies in a game chock-full of them, the Badass Pyre Thresher announces its presence on the battlefield ferociously, arriving with a flaming nova blast. It does that every time it emerges from the ground—if there's ever a time in the game where a Fire-resistant or immune shield is actually useful, here it is. In addition to gouting nova blasts near the main stalk when it erupts from the earth, this thresher behaves like a manic Turf Thresher, tossing needles and sending out up to four tentacle emissaries at a time. The problem is that now all of that stuff is *on fire.* You're allergic to that.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
30	—	4	Super Badass	Eyes	_ /

LOCATION: **Caustic Caverns, Wildlife Exploitation Preserve, Sawtooth Cauldron**

Unknown

It's well known that threshers can grow to tremendous size. That, in fact, if unchecked in development, given enough resources and lack of sufficient predation, a thresher might actually grow to incomprehensible size. Perhaps with no upper bound on size limit! Well, how big CAN a thresher grow? You might find out… but not until after completing True Vault Hunter Mode. And not without friends. Talk to Tannis, she'll get you started. Oh… and be sure to bring the Eridium.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
500	—	8	Boss	Eyes	—

LOCATION: **Classified (Mission: "You. Will. Die. (Seriously.)")**

VARKIDS

Varkids are twittering little insects that gather in enormous swarms, around dens almost too nasty to think about: the above-ground varkid dens are actually the above-ground protrusions of a female varkid reproducing. The actual organism is mostly underground.

Above ground, varkids begin as larva. Given enough time and the right inclination, a Larval Varkid may wrap itself into a pod. Given more time, the varkid will emerge from the pod born anew—a full-health, more-evolved varkid. And so a Larval Varkid pods up and becomes an Adult Varkid. It might even be beautiful, except that it's varkids.

Pods left unattended erupt to reveal advanced varkids. Destroyed pods give bonus XP, and whatever the developing varkid might have dropped anyway.

DO NOT allow an Adult Varkid to retreat back into a coccoon!
You aren't likely to enjoy (or survive) the result
It's like a Spiderant with wings. Hit it in the bum!
DANGER! Acid spit!
The best time to hit them is when they coccoon up, but it's difficult to show that in a sketch
Critical
Vulnerable
Resistant

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But being an Adult Varkid is not the end. The adults can pod up, too, becoming Badass Varkids. The Badasses can, in turn, become *Super* Badasses, and so on. Any given varkid specimen may be more or less motivated to progress down the evolutionary tree; some will do so on their own, willingly and quickly, podding up through several stages of development without unnatural stimulus. Others pod up only under duress, whether when merely under attack, or as a last ditch effort to avoid death. Some varkid specimens won't pod up, ever, and some will only progress a stage or two, then stop. It's actually not known where varkid evolution leaves off, so few adventurers, mercenaries, and researchers have lived to tell the tale beyond a certain point…

> *I think the varkid is pretty cool. He pods up and becomes a more powerful variant. It's like the beauty of metamorphosis and the joy of Christmas morning, all rolled into one.*
>
> *– KEITH SCHULER, SENIOR DESIGNER*

PEONS

Larval Varkid

The lowliest of the varkids, these babies can skitter quickly across the ground and even fly a little bit to get over and around obstacles. Up close, they leap and scratch to attack. They're extremely vulnerable to any kind of damage, and their own dumb habits put them right into melee swatting range. But you might try letting them pod up—either you can get easy bonus XP breaking the pod, or you can fight a stronger varkid, for potentially more XP and better rewards.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.5	–	0.5	Chump	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

Adult Varkid

After one stage of podding up, a varkid becomes an Adult Varkid. This is about a four-fold increase in size, and even more than that in resilience. Adults can spit acid from far away, slash up close, and move and fly to any location. Adult Varkids that weave themselves into pods aim for Badass status.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	–	1.25	Normal+	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

Blood Varkid

(TVHM ONLY)

These diminutive variations on Larval Varkids only show up during True Vault Hunter Mode. They're much stronger individually than mere larva.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	–	2	Normal	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

BADASSES

Chubby Varkid

Yes, this is essentially a fat baby roach. Packing on so much mass without podding up and evolving means this fat larva is a *dozen* times stronger than other larva. So, don't go near it! Take it out from far away, as it trudges toward you.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	–	6	Super Badass	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

Mutated Badass Varkid

The Hammerlock curiosity is piqued by all species, even vile insects. During a mission to find out more about varkid evolution, an agent must be introduced into a growing pod to produce this abnormal specimen. This Corroding varkid is a Badass varkid, indeed, and should be taken seriously—don't get overconfident and stick multiple budding pods at once.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
18	–	4	Super Badass	Tail	/

LOCATION: Tundra Express, mission: "Mighty Morphin'"

Madame Von Bartlesby

This stately, bizarre varkid is one you must fight during a mission series for Tiny Tina, out in Tundra Express. As a named, unique enemy, this Madame has a small but decent chance of dropping something very cool.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	–	4	Super Badass	Tail	/ –

LOCATION: Tundra Express, mission: "You are Cordially Invited: Party Prep"

Badass Varkid

A Larval Varkid becomes an Adult, and an Adult Varkid becomes a Badass Varkid. As varkids move up their chain of evolution and naturally start to come with increased bulk and heavier, more plate-and-armor-like components, their emphasis on flying decreases, the wings becoming something vestigial.

Badass Varkids begin to attack very aggressively with a charge on the ground that is almost impossible to avoid, except by sprinting away and using terrain to your advantage. Crowd control and distraction abilities are vital to managing higher varkid forms.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
10	–	4	Badass	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

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Varkid Den
One might think this is a nest, but that would be wrong. It's actually the female varkid genitalia thrust above ground to give birth
Oh, how I long to observe this transformation process for myself – I shall have to enlist the help of a mercenary to see such an event, I'm sure, but hired gunmen have never been in short supply on Pandora.
Note: I've heard some intriguing rumors of a Varkid so evolved, and so large, it can blot out the sun. A likely exaggeration, but it piques my curiosity nonetheless
Varkid Transformation Process
Secondary note: Varkid goo tastes mildly of strawberry jam.

Super Badass Varkid

If a Badass Varkid spools up, you can catch a breather—the higher the stage, the bigger the pod required, so the longer the development period—but you also have a much tougher adversary gestating. During Normal Mode, this is the nastiest varkid you can find. That's another story during True Vault Hunter Mode.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
25	–	4	Super Badass	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

Ultimate Badass Varkid

(TVHM ONLY)

Only during True Vault Hunter Mode, and only then even rarely, will a Super Badass Varkid decide to commit to becoming an Ultimate Badass Varkid. As with previous Badass transformations, this takes a long time. If you can bust the pod before the varkid can hatch, you'll hit the mother lode on bonus XP. But allow a Super Badass Varkid to become an Ultimate Badass only at your peril. At the level of Ultimate Badass, the varkid has left behind flight entirely and has mastered speedy movement both above ground and right through it. Advanced varkids can burrow into the earth and reappear elsewhere just like threshers and spiderants.

There are rumors that Ultimate Badass Varkids have been seen prepping themselves to spin up pods, but no reliable source has ever been foolhardy enough to pursue varkid evolution that far.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
50	–	3	Ultimate Badass	Tail	/ –

LOCATION: Tundra Express, Caustic Caverns

HYPERION

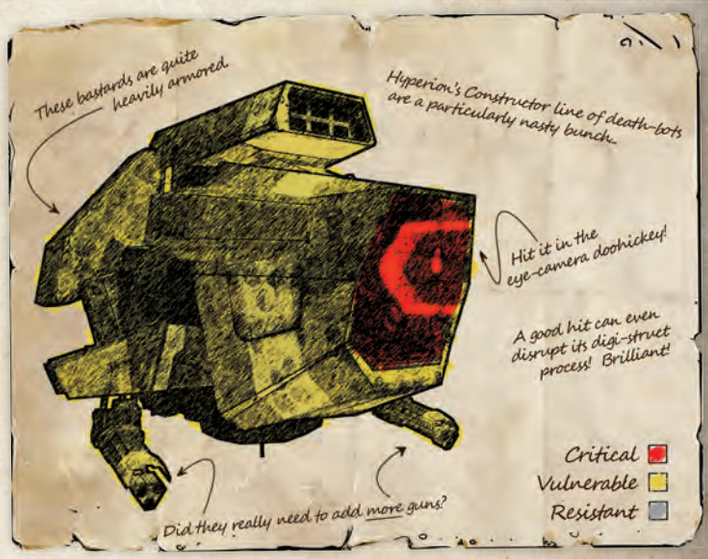
CONSTRUCTORS

The baddest general units in the robotic workforce of the Hyperion Corporation, Constructor Bots, or simply Constructors, can form a beachhead all by themselves. They're heavily armored, have only a tiny weak point, and are mostly immune to several types of damage. A Constructor can land near or right on top of a contested position, then use on-board defenses to whittle away at enemies while the Constructor digistructs Loaders to bolster the forward position.

CONSTRUCTOR CAPACITY

GAME SITUATION	FOES A CONSTRUCTOR CAN DIGISTRUCT	DIGISTRUCTED FOES A CONSTRUCTOR CAN HAVE ACTIVE AT ONCE
Solo NM	6	2
2p NM	7	3
3p NM	8	4
4p NM	10	5
Solo TVHM	8	3
2p TVHM	9	4
3p TVHM	10	5
4p TVHM	12	6

Constructors are far too heavy for Maya to lift them with Phaselock, nor for Singularity grenades to even budge them. They're also immune to Thoughtlock. While they are practically immune to status effects (only effects like Scorn or Cloud Kill that set a gas right atop the Constructor work even briefly), Constructors still take bonus Corrosive damage on impact, because of their thick armor.


These bastards are quite heavily armored
Hyperion's Constructor line of death-bots are a particularly nasty bunch.
Hit it in the eye-camera doohickey!
A good hit can even disrupt its digi-struct process! Brilliant!
Did they really need to add more guns?
Critical
Vulnerable
Resistant

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Constructor

TVHM NAME: Constructor v2.0

The basic Constructor model can build standard Loaders and Surveyors (not Badasses) to protect the Constructor itself. While a Constructor is digistructing a Loader, you can shoot the red sensor eye to interrupt the process. This eye is sometimes concealed with a prismatic shield that reflects bullets back at you, preventing criticals for a bit.

The Constructor itself is hardly helpless. If you're in front of it, the sensor eye can shoot right at you with a homing laser. And no matter where you are, the Constructor can fire rocket pod missile volleys either directly at you, or in a high mortar-like arc that may strike you even if you're behind tall cover! Ideal cover against a Constructor involves a place with a covered ceiling. If you feel comfortable trying, the missile volleys themselves can be shot down, which is a somewhat old-school arcade experience. Finally, the scariest thing a Constructor can do is to launch nukes at you, but at least this usually comes with a very loud, very robotic announcement, and the nukes themselves are fired in a tall, sluggish arc. Shoot the nuke(s) out of the air, or get under something with a secure roof.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
27	8	3	Badass	Digistruction eye	Weak to corrosive impact, resists status effects, resists grenade damage

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag

Constructor Turret

TVHM NAME: Constructor Turret v2.0

Constructors may produce turrets, which are most annoying in that you may not even notice they're there, until they're shooting you in the back. If you're attentive to their presence, they're easy targets to crunch.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	1	1	Normal+	—	/ —

LOCATION: Bloodshot Ramparts, End of the Line, The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag

Injured Constructor

TVHM NAME: Badass Constructor v2.0

This damaged but functioning Constructor Bot shows up during a climactic battle at the End of the Line.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	4	0.5	Tough+	Digistructing eye	Weak to corrosive impact, resists status effects, resists grenade damage

LOCATION: End of the Line

Badass Constructor

TVHM NAME: Badass Constructor v2.0

Like standard Constructors, Badass versions shoot direct, arcing, and nuclear missile volleys. Badass Constructors fry you with a triple eye laser from in front, rather than just one beam. In addition to the sensor eye in front and the rocket pod up top, there are also now two underbelly autocannons on either side. Like the rocket pod up top, these guns can be individually destroyed if you focus fire on them. They add a lot to the firepower of a Badass Constructor, because they keep firing, while the Constructor itself attacks in waves.

Badass Constructors are capable of producing Badass Loaders and Surveyors, which can't be said of standard Constructors.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
40	12	4	Super Badass	Digistruction eye	Weak to corrosive impact, resists status effects, resists grenade damage

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag

Constructor #1340

You encounter this unique Constructor during the "Out of Body Experience" optional mission.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
30	10	3	Super Badass	Digistruction eye	Weak to corrosive impact, resists status effects, resists grenade damage

LOCATION: Bloodshot Ramparts, mission: "Out of Body Experience"

W4R-D3N

Your first Constructor encounter is with the specialized model that's detaining a hostage important to your progress. You must destroy W4R-D3N quickly, before a few minutes expire. If you fail, W4R-D3N and its hostage will be airlifted away, and you'll have to hunt them down and repeat the attempt elsewhere.

Bring along a good Corrosive weapon to keep that from happening—knock the Constructor's shield down quickly with Shock grenades or a Shock weapon, then dump Corrosive damage right into the vulnerable red sensor eye as fast as you can!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
16	10	2	Super Badass	Digistructing eye	Weak to corrosive impact, resists status effects, resists grenade damage

LOCATION: Bloodshot Ramparts, Hyperion Friendship Gulag

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ENGINEERS

Hyperion's workforce under Handsome Jack's management are all expected to be combat engineers, able to drop the civic tasks of planning whole blocks and erecting buildings to fight whatever thresher, marauder, or Vault Hunter might be at hand to meddle with the vision of Hyperion.

There are many ranks within Hyperion's personal peacekeeping force, and different specializations possible for the modern Hyperion soldier. On the battlefield, Hyperion Engineers coordinate their attacks with Hyperion Constructors, Loaders, and Surveyors, too. Like some of the bandit clans, Hyperion soldiers will also take cover and try to use the environment to their advantage.

I imagine that this is some sort of laser.
Not content with the limits of human capability, Handsome Jack sought to turn even his non-robotic minions into mechanical monstrosities
Yes, yes. Pots and kettles and what have you.
Shoot it in the head!
A piston-assisted jump boot?
Brilliant!
Robot arms make one quite the pugilist!
Critical
Vulnerable
Resistant

PEONS

Combat Engineer

TVHM NAME: Battle Architect

This is the basic Hyperion foot soldier, armed with a sub-machinegun and grenades. These adversaries work together, using cover and grenades, to fight their targets of interest. This may have just been a guy trying to make ends meet on Pandora, but now he's a cog in the Hyperion machine, so too bad for him.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	1	1	Chump	Head	/ —

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag

Engineer

TVHM NAME: Architect

These powered suits give Hyperion engineers augmented abilities when working on contracted projects. The suits also allow them to jump up or down great distances, and attack physically with enhanced force. The miniature waldo system doesn't actually add any armor to the user, though, so they are still vulnerable to fire.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.5	2	1	Normal	Head	/ —

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag

Hyperion Sniper

TVHM NAME: Hyperion Assassin

These are Hyperion soldiers armed with, surprise, long-range sniper rifles. You can detect their presence by the tell-tale red laser sight training over and nearby your character. This is an obvious sign to watch out. Hyperion Snipers may be counter-sniped with your own sniper rifle, or dispensed with using Action Skills, or simply rushed on foot—their close-range expertise is not like their long game.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.25	3	1.5	Tough	Head	/ —

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass

Hyperion Soldier

TVHM NAME: Hyperion Commando

The Hyperion Soldier is a step up from the Hyperion Engineer in terms of armaments. This elite unit is sporting armor that helps deflect Fire, so use Corrosive rounds to eat through the armor instead. Hyperion Soldiers sport an assault rifle rather than an SMG, and throw grenades to flush enemies from cover. They may also take some time to set up their own turret in the midst of battle, which creates another hazard for you to deal with.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
2	1	1	Normal+	Head	/ —

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag

Hyperion Infiltrator

TVHM NAME: Hyperion Spy

These dangerous shotgun-toting units have been trained extensively in stealth, and that's *before* they're outfitted with top-of-the-line cloaking technology. While Hyperion Infiltrators possess any remaining shield energy, they can cloak just like a stalker, phasing out of visible existence and going beyond the reach of many auto-targeting abilities. Take their shields down as soon as possible to prevent Infiltrators from re-cloaking, and watch out for them decloaking and opening fire near you—shotgun bullets are bad for your complexion.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1.25	3	1.5	Tough	Head	/ —

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass

Hyperion Hawk

TVHM NAME: Hyperion Raptor

These acrobatic and daring Hyperion fighters can call extra surveyors into battle to aid local Loaders with shield and limb repair. Apart from calling in the extra air support, they also directly assist their friends with ranged rocket launcher fire. But more impressively, Hyperion Hawks will sometimes even take the opportunity to hitch a ride on a patrolling surveyor, suddenly becoming a nuts mobile rocket launcher platform.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.5	1	1	Normal	Head	/ —

LOCATION: The Highlands, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass

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DJ Hunter Hellquist

Your daily source for Pandoran pro-Hyperion propaganda, this DJ has been spinning lies for his listeners since time immemorial. You'll engage in a very hands-on form of radio censorship during a late optional mission.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	1	1	Badass	Head	/ –

LOCATION: **Arid Nexus – Badlands, mission: "This Just In"**

Foreman Jasper

TVHM NAME: **Foreman Rusty**

Opportunity is a vast enterprise, with several yards featuring ground breaking into new construction projects for new areas of the growing city. Foreman Jasper is the overseer of many of these construction gigs, and you'll be tasked with giving him a very stern talking to during the "Hell Hath No Fury" optional mission.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
18	5	1	Super Badass	Head	/ –

LOCATION: **Opportunity, mission: "Hell Hath No Fury"**

Requisition Officer

The Requisitions Officer plays a small part during a mission in The Highlands centered around the tortured town of Overlook. The part he plays in this little drama is of a Hyperion officer that you have to make not alive anymore.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	5	1	Super Badass	Head	/ –

LOCATION: **The Highlands, mission: "The Overlooked"**

Gettle

Gettle may wear Hyperion duds, but he's as much out for himself as he is for anyone else, which will become apparent during the events of "The Good, the Bad, and the Mordecai" mission.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	2	1.5	Super Badass	Head	/ –

LOCATION: **The Dust, mission: "The Good, the Bad, and the Mordecai"**

Loot Midget Combat Engineer

You never quite know what you're going to get when you open up a loot container. Money? Eridium? A new grenade or firearm or shield? Or how about a nails-tough tiny Badass version of an enemy, stuffed to overflowing with money and ammo? That's what this is, a greedy midget version of a Badass Combat Engineer.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	1	2	Tough+	Head	/ –

LOCATION: **Loot containers**

Loot Midget Engineer

Loot Midgets can also come in the Engineer variety, wearing the powered waldo suit for extra raw power with jumping, punching, and perhaps even looting.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	5	4	Tough+	Head	/ –

LOCATION: **Loot containers**

NECROPHAG
I might be risking hyper
to suggest that Necrophages
great evidence against the
existence of God, but I s
go ahead and say it anyw
When damaged, these da
plants release
homing corrosive spores.
If your enemies are nearest the plan
when it takes damage, the spores will hunt them
down and cover them in a most
unpleasant acidic coating.
If you happen to be closest to the plant...well,
one can use one's imagination.
This space intentionally
left blank for imagination.
Homing
Corrosive Spores
(not to scale)

SURVEYORS

Surveyors are a class of support probes operated by Hyperion. Their primary purpose is to provide an efficient, mobile solution to maintaining Loaders in the field… Repair Surveyors can digitally mend many types of damage Loaders and can sustain even dire injuries like the loss of limbs. And Shield Surveyors can replenish depleted shields, along with filling the shields of enemies who *have* shield modules, but almost never show up with them charged up.

You can tell when a surveyor is attending to a Hyperion unit in need—the surveyor hovers over them and you'll be able to see the faint energy tether through which surveyors repair and replenish. At least surveyors are easy marks to be shot down while they hover, repairing something.

When surveyors lack repair candidates, or if you harass them repeatedly with gunfire, they will swoop in great arcs, not too unlike rakks. Only, instead of divebombing with their bodies like rakks, they rocket in your direction and fire a Shocking bolt that destroys shields, then break off and go back to swooping.

These tiny buggers are easily missed in the heat of battle!
Watch out for electric eye blasts!
So pay attention!
Though not terribly dangerous in their own right, Surveyors can repair or protect nastier Hyperion contraptions
Critical
Vulnerable
Resistant

PEONS

Shield Surveyor

TVHM NAME: **Energized Shield** Shield

Surveyors predictably maintain shielding. If no Loaders need a shield refill, the Shield Surveyor deploys a bullet reflection shield and flies in great arcs, occasionally flying toward you to release a Shock bomb before swooping off again. If there's a Loader that needs shield repairs, though, the Shield Surveyor disengages its reflective shield and hovers near the Loader to attend to the task. Naturally, this makes a great time to shoot them down easily.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.25	0.5 (TVHM: 0.375)	1	Chump	—	/ —

LOCATION: **End of the Line, The Highlands, Wildlife Exploitation Preserve, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

Repair Surveyor

TVHM NAME: **Reinforced Repair Surveyor**

Repair Surveyors seek out physical damage rather than shield depletion. While it's possible for you to blast the limbs off of Hyperion Loaders, it's also possible for Repair Surveyors to digitally reconstruct those demolished appendages. Like other surveyors, the Repair Surveyor swoops in great ovals and occasionally divebombs targets with a Shock bomb. If Hyperion units are damaged, the Repair Surveyor will hover near them to digistruct new parts and limbs on the fly.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
0.5	0 (TVHM: 0.5)	1	Chump	—	/ —

LOCATION: **End of the Line, The Highlands, Wildlife Exploitation Preserve, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

BADASSES

Badass Shield Surveyor

TVHM NAME: **Super Badass Shield Surveyor**

Like its standard analog, the Badass Shield Surveyor looks for allied units that need shield repairs. In the absence of any of them, the unit instead seeks enemies to divebomb. When a Badass Shield Surveyor swoops in at a target, it releases three Shock bombs rather than just one.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	1	0.65	Badass	—	/ —

LOCATION: **End of the Line, The Highlands, Wildlife Exploitation Preserve, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

Badass Repair Surveyor

TVHM NAME: **Super Badass Repair Surveyor**

Badass Repair Surveyors look for damaged Loaders, first and foremost. These, they repair with a digistruction beam. Even annihilated limbs can be reconstituted by these probes (well, for robots, anyway).

When there aren't any Hyperion forces in need of repair, Badass Repair Surveyors swoop in big arcs and bombard enemies with trios of Shock bombs, like Badass Shield Surveyors.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	1	0.65	Badass	—	/ —

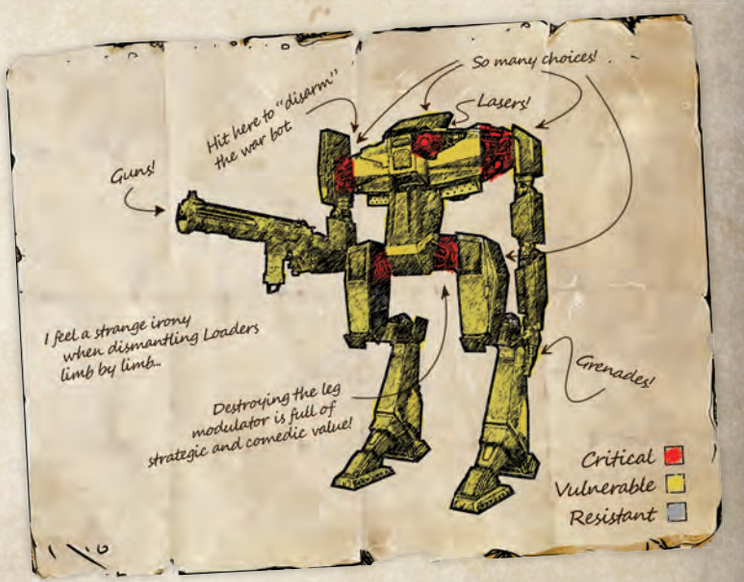
LOCATION: **End of the Line, The Highlands, Wildlife Exploitation Preserve, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

LOADERS

The meat and potatoes of the Hyperion army, and the brunt of the actual horsepower behind the labor that goes into a marvel such as Opportunity or the Hyperion space station. Robotics was going out, becoming passé, thought more trouble than it was worth, based on the difficulties and just general fastidious nature of the CL4P-TP robot series. But when Handsome Jack purchased Hyperion, one of the things he refocused the corporation on was its robotics line, discontinuing CL4P-TP models and taking the whole program in a new direction.

Jack's decision led to the modular robotics exhibited here, where many models are produced using relatively similar shells and parts, but to different purposes entirely. Well, not different *purposes* entirely, as just about every robotic loader has guns on it, but certainly different means to an end.

Loaders all have a red, eye-like sensor somewhere. This is what they see out of, and it's always a critical-vulnerable area. Depending on the model of loader, the actual joints where the body meets the limbs might also be critical-vulnerable spots, and criticals in these locations may blast bits of the loader off entirely, perhaps severely disabling them; many loaders can be literally blown to pieces if you know exactly where to fire.



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GUN Loader

The most basic of the new loader lines, the GUN Loader carries an assault rifle in its right arm, and uses its left arm to throw grenades. Whenever a loader winds up a grenade toss, a hologram image appears above its head, which tips you off to what it's doing. Up close, either arm can be used to melee. If you blast off either arm by shooting precisely where the arm links with the body, then the GUN Loader won't have use of that arm anymore (unless a surveyor repairs it). Blast off BOTH arms, and the GUN Loader will be relegated strictly to attacking with a sparking Shock projectile that the red sensor eye can generate.

If you blast the link between the GUN Loader's body and one of its legs, it will fall over. It can only crawl at this point, and use its gun and grenades. If you blow off an arm, you cannot blow off a leg, and vice versa.

As creatures made of metal, GUN Loaders are very vulnerable to Corrosive rounds, and you'll be fighting a ton of loaders, the GUN variety in particular. Get used to keeping a favorite Corrosive weapon or two with you at all times.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4	1	2	Normal	Arm and leg joints, sensor eye	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

EXP Loader

If ever a Hyperion unit could get along with a suicidal psycho, that unit would be an EXP Loader. The EXP means "explode" which is what the unit does when it gets close to its target. EXP Loaders have vulnerable linking joints between their arms, legs, and body, and the limbs can be blasted off. If legs are removed, the loader will still attempt to crawl toward the target; if arms are removed, the loader is undeterred (as it can still run).

When a target is detected, the power core of the EXP Loader rises up and begins flashing, with an effect that looks something like a siren warbling. Shooting this power core destroys the EXP Loader instantly, detonating it like a barrel. If any other loaders or Hyperion troops are nearby, they'll likely be killed or severely wounded in the blast. If an EXP Loader targets you and makes it all the way nearby, you'll still have a chance to come away unscathed if you immediately start sprinting away from the exploding loader, possibly while sprint jumping.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
3	1.5	1	Chump	Arm and leg joints, power core	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

BUL Loader

BUL Loaders are a bit like nomads, in that they carry impenetrable shields with their left arms. With their right arms they carry powerful rivet guns. They'll either approach nomad-style, firing the gun and using the cover of the shield, or they'll hunker down behind the shield, then actually bulldoze forward rapidly, right at you! You can interrupt a bulldozing maneuver by dealing enough damage to the portion of the BUL Loader that is still sticking up over the impenetrable shield portion as they bulldoze forward.

Either arm can be broken at the link and destroyed, removing that accessory. If the loader loses *both* arms, it attacks by firing sparks from its sensor eye.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7	5	2	Tough	Arm joints, sensor eye	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

WAR Loader

WAR Loaders are a cut above, and they look like it. Their arms are very large autocannons and they constitute the primary attack of the WAR Loader. Shoot the joints that link these arm-cannons to the body and you can blow them clean off! Shoot them both off and the WAR Loader will be restricted to using its eye sensor zapper. If you get close to these imposing loaders, they'll stomp, blasting a small wave in all directions.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8.5	7	3	Tough+	Arm joints, sensor eye	/ —

LOCATION: **Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

HOT Loader

A HOT Loader is basically a GUN Loader with the assault rifle arm replaced by a flamethrower. From far away, the Hot Loader can fire globs of fire like slow scorching rockets; up close, it can lay down a continuous track of scalding flame. The HOT Loader tosses grenades with its other arm, usually if it cannot get a bead on you to try a flaming projectile. Either arm can be blasted off, or the legs, but not both arms and legs. One crippling injury per loader is enough. If the legs are shot out from under a HOT Loader, it continues to crawl with its arms, using its fire gun and grenades.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5	2	3	Normal+	Arm and leg joints, sensor eye	/ —

LOCATION: **Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

JET Loader

These fortunate loaders are capable of flight, and can basically transform into jets. As for attacks, they're like GUN Loaders with a weaponry upgrade—JET Loaders tend to mix in sniper rifles and rocket launchers to go with the assault rifles GUN Loaders rely upon. They also use grenades, and as with other loaders, grenade use is announced by the holographic image above the JET Loader's head as the grenade is primed for throwing.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
4.5	1	3	Normal	Arm joints, eye sensor	/ —

LOCATION: **The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

RPG Loader

The RPG Loader is outfitted for a serious conflagration, one that no mere person can survive. Keep cover nearby and available while fighting them. They're armed with a rocket pack mounted on their backs, a rocket launcher in their right arm, and grenades in their left. Either arm can be shot off if you aim for the links between body and limb, but the RPG Loader will retain its access to mini-mortar salvos via rocket pod.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	6	1	Tough	Arm joints, eye sensor	/ —

LOCATION: **Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

PWR Loader

PWR Loaders were basically intended as adaptable forklifts, but in combat their blade-like limbs become deadly deflectors. PWR Loaders spread their lifting limbs and spin them like fans, which deflects incoming bullets. These spinning arms *can* be shot off at the joints, taking away one arm's worth of deflection and slashing potential for the loader, but it's difficult. The key to attacking PWR Loaders is to use explosive damage, like with rockets, grenades, and gyrojet projectiles, which the PWR Loader cannot send back your way.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
5.5	2.5	3	Normal+	Arm joints, eye sensor	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass, Hyperion Friendship Gulag**

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LWT Loader

Hurray! The LWT Loader was a portable locker for some high-ranking Hyperion officer. Now, in the chaos, after you disable it, the contents are yours to keep.

With their slim profiles and nonthreatening behavior, LWT Loaders can be easy to miss, but keep an eye out. It's a treasure chest with legs!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
1	—	3	Normal+	—	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass**

JNK Loader

These old, rusted out loaders represent earlier generations of Hyperion's post-CL4P-TP efforts at developing somewhat-humanoid robots. These models are so old that they aren't even supported anymore, and cannot be repaired by surveyors. In lieu of official support, the remaining JNK Loaders have patched each other up, and patrol an area as abandoned as they are.

As with GUN Loaders, the arms and legs can be shot off at the links. Shooting off both arms causes the robot to attack with the Shocking eye projectile. Shooting off a leg forces it to crawl.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6.5	—	2	Tough+	Arm and leg joints, eye sensor	/ —

LOCATION: **Arid Nexus**

ION Loader

One of the more advanced and coordinated loader units, the ION Loader is a welcome sight to any Hyperion forces on the battlefield, and a deep annoyance to Vault Hunters the world over. The ION Loader, once it gets planted somewhere and charges up energy, can produce a large bubble shield, much like Axton's Phalanx Shield for his Sabre Turret. This energy shield can deflect your attacks, and nearby loaders and Hyperion forces will congregate within the bubble to take refuge and fire at you from safety.

The ION Loader itself can also fire at you directly with a sparking eye shot that's like the spark fired by other loaders when they have no arms remaining. The arc reactor built into each ION Loader can also itself be a weapon—if unfriendlies approach an ION Loader up close, the arc reactor will zap them with electricity, heavily damaging shields. This also discourages bogeys from entering the sphere of influence of the ION Loader's bubble shield.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	3	2	Tough+	Arm joints, eye sensor	/

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass**

SGT Loader

Handsome Jack isn't stupid, and the Hyperion Corporation isn't clueless—they know exactly what the weak spots are on most loaders. The approach in most cases was frankly quantity over quality—loaders were initially unproven, and besides, most idiot bandits and threshers can't be expected to do something crafty like aim at arm and body joints. However, for threats to the Hyperion Corporation who ARE crafty enough to take advantage of the myriad design flaws of loaders, some tougher versions were commissioned. The SGT Loader fires with both arms, and lacks vulnerable joints—you won't be shooting the arms or legs off this one. The only critical-vulnerable spot is the red sensor eye, which is a pretty small target unless you're uncomfortably close to a hostile robot with two firearms.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
7.5	5.5	3	Tough	Eye sensor	/ —

LOCATION: **Opportunity, Eridium Blight, Arid Nexus, Hero's Pass**

Angelic Guard

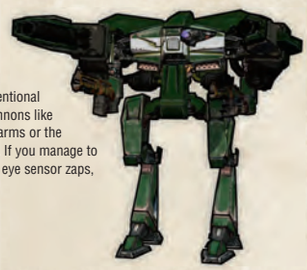
The Angelic Guard are high-powered loaders that don't show up until True Vault Hunter Mode. Once you first encounter them, though, you'll find them anywhere you find loaders. These hardened targets share the same advantage as SGT Loaders—they've been bolstered to remove the joint vulnerability. So there's no disabling the Angelic Guard, and the critical spot is the small red eye. Rely on strong Corrosive weapons to deal efficient damage to them.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8.5	7	4	Tough	Eye sensor	/ —

LOCATION: **The Bunker**

BADASSES

Badass Loader



Not only does a Badass Loader dual wield with its conventional arms as a SGT Loader does, but it *also* has dual autocannons like a WAR Loader! With careful aim, you can shoot off the arms or the autocannons. The legs cannot be disabled or destroyed. If you manage to shoot off all the firing limbs, this loader will fall back on eye sensor zaps, like most others.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
15	8	5	Badass	Arm joints, eye sensor	/ —

LOCATION: **Bloodshot Ramparts, Tundra Express, End of the Line, The Highlands, Lynchwood, Opportunity, Eridium Blight, Arid Nexus, Hero's Pass**

Loot Wee GUN Loader

One of the weaker loot container Badasses is based off GUN Loaders, and will attack with the same weaponry—a rifle and grenades.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	1	3	Badass	Sensor eye	/ —

LOCATION: **Loot Containers**

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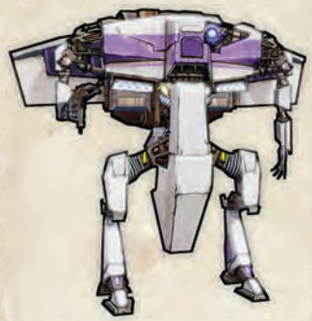
Loot Wee JET Loader



Loot Wee JET Loaders are hilarious because they, just like their full-sized counterparts, are capable of flight. The effect is a bit like watching a child's ECHO-controlled mini-gyrocopter in flight.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
6	1	2	Badass	Sensor eye	/ —

LOCATION: Loot Containers

Loot Wee WAR Loader

The adorable nature of the tiny weapons of Loot Midget Badasses is diminished somewhat when the guns in question are WAR Loader autocannons. The Loot Wee WAR Loader is one of the most dangerous of the Loot Midgets, capable of killing Vault Hunters faster than most *normal* enemies, and better than WAR Loaders themselves.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
12	1	4	Badass	Sensor eye	/ —

LOCATION: Loot Containers

Wilhelm

Man meets loader in Wilhelm, a cyborg who figures heavily into the events between the first *Borderlands* and this one. He was there to help orchestrate the fall of the first four Vault Hunters, and he was there with Handsome Jack to take control of Pandora and capitalize on the Eridium the opened Vault produced. Needless to say, you'll have a chance to hear Wilhelm's scream.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
25	6	2.5	Boss	Leg joints, head	/ —

LOCATION: End of the Line

Mal

Identity can be a hard thing to pin down, even for those of us sure of our sentience. What if we longed for such assurance, because we knew we were just neatly arranged piles of cables, at heart? That's the dilemma faced by Mal, for whom you'll undertake a mission series in the Eridium Blight.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	2	Super Badass	—	/ —

LOCATION: Eridium Blight, mission: "A Real Boy: Human"

Bone Head 2.0

This throwback to yesteryear is proof that we shouldn't forget our history. Bone Head 2.0 may be found roaming a place from yesterday. He may also be carrying some cool stuff.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
8	—	2	Super Badass	Arm and leg joints, eye sensor	/ —

LOCATION: Arid Nexus - Badlands

Super Badass Loader

Super Badass Loaders only show up during True Vault Hunter Mode. These Badasses are outfitted with two tri-barreled blazing autocannons, which fire so fast that they light their targets on fire. You won't survive direct fire from one of these in the open for long.

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
22	10	6.5	Super Badass	Arm joints	/ —

LOCATION: Opportunity, Wildlife Exploitation Preserve Hero's Pass

Saturn

The Ultimate Badass of the Hyperion Corporation's lineup, the Saturn model loader is so costly to upkeep that there's only one at a time, and it's deployed only to areas of utmost importance. You won't be splitting the limbs anywhere on this thing—both arms are plasma autocannons that make short work of any shield, and four more plasma turrets are mounted on Saturn… along with a front-facing rocket pod for rocket volleys, a la Constructor Bots!

HEALTH MULTIPLIER	SHIELD LEVEL	DMG. MULTIPLIER	XP VALUE	CRIT. AREAS	WEAK./RES.
80	—	8	Boss	—	/ —

LOCATION: Arid Nexus – Badlands

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CLAPTRAP'S SECRET VAULT

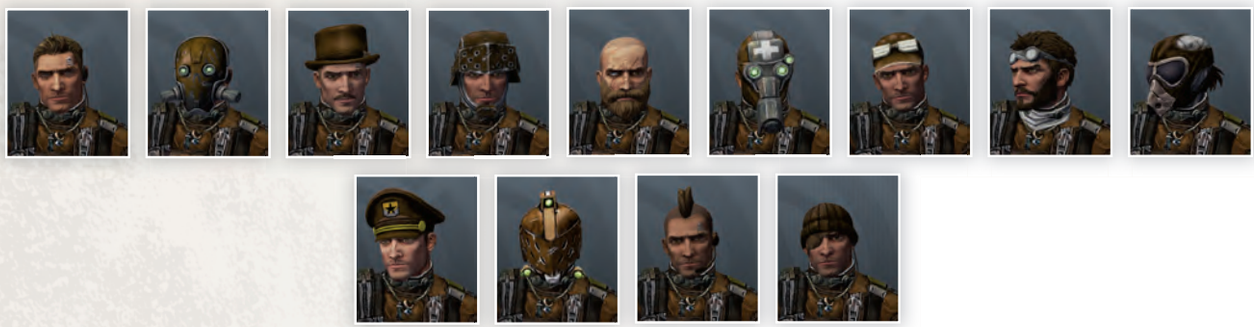
HYPERION'S MOST WANTED MUGSHOT GALLERY

Every character has over a dozen head customizations you can track down eventually. The missions listed here always reward a head, but the enemies hinted at here do not; they have a chance to drop special heads, just like they have a chance to drop unique and legendary equipment. But a chance is not a guarantee.

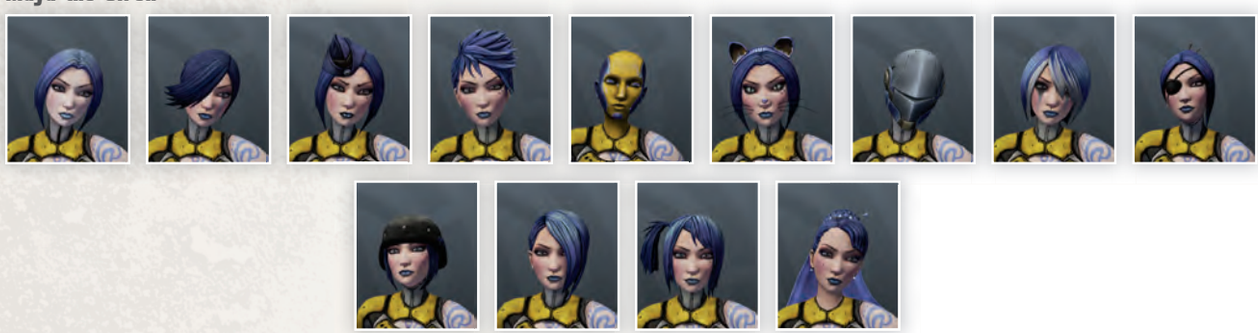
UNLOCKING HEADS

- Defeat any Badass enemy.
- Complete mission "Symbiosis."
- Complete mission "In Memoriam."
- Complete mission "Statuesque."
- Complete "…To Pay the Bills" Challenge.
- Defeat hidden enemy in Caustic Caverns…
- Defeat boss of mission "Best Mother's Day Ever."
- Defeat boss of mission "Where Angels Fear to Tread."
- Defeat first target of "The Talon of God."
- Defeat second target of "The Talon of God."
- Defeat target of "You. Will. Die. (Seriously.)."

Axton the Commando



Maya the Siren



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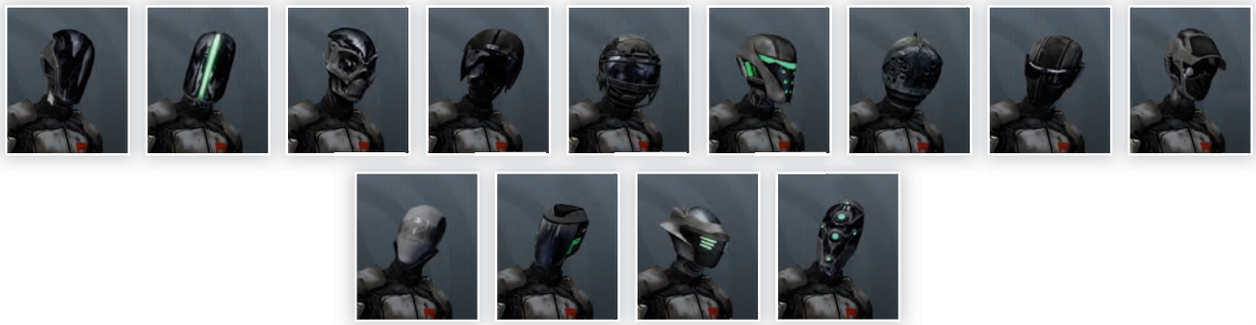
Salvador the Gunzerker

Zero the Assassin



GETTING SKINS

Extra vehicle customization skins are found on enemies and in loot piles. Extra player skins are found several ways:

- 33 are earned by completing various Challenges.
- 8 are available as the Item of the Day in vending machines.
- 2 are rare prizes from slot machines.
- 14 drop from enemies and bosses.
- 8 are mission rewards.

Axton the Commando

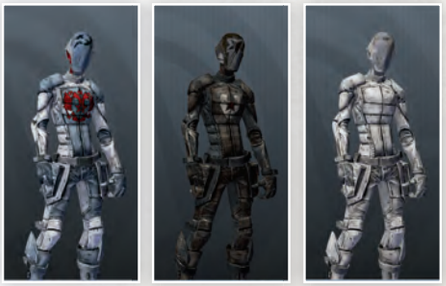
Maya the Siren

Missions with Skin Rewards:

"This Town Ain't Big Enough"
"No Vacancy"
"The Cold Shoulder"
"The Overlooked: Medicine Man"
"Capture the Flags"
"To Grandmother's House We Go"
"Cordially Invited: Party Prep"
"Shielded Favors"

Salvador the Gunzerker

Zero the Assassin



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CHALLENGES

Challenges are earned throughout normal gameplay by completing certain actions. Completing Challenges leads to gaining Badass Rank, which leads to earning Badass *Tokens*. These tokens can be spent to permanently upgrade stats for *all* of your characters! Challenges and Tokens are explored more fully in the "Claptrap's Guide to Minioning" section of this book, but we list all Challenges here for reference.

There are many different kinds of Challenges, highlighting varied aspects of gameplay. Challenges are organized here by category. You can sort these in variety of other ways in the Challenge list in-game, too. Challenges are a sort of replacement for the weapon proficiency rating in the first *Borderlands* where players had to level up weapon classes individually, based on the amount of XP gained while using that weaon. This became problematic once you'd level-capped your character, though, as no more XP could be earned to work up proficiencies on gun types you'd undoubtedly neglected before! Here, each character can use each gun type equally well, and the differences arise from equipment and Badass Token expenditure. Equipment is explored thoroughly in the "Marcus's Munitions Monthly" section of this book, and as for Badass Rank, here's your comprehensive homework list for getting those Badass Tokens:

ENEMY CHALLENGES

Skags to Riches

Kill Skags.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Die in the Friendly Skies

Kill buzzards.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	45	10
Lv.4	70	50
Lv.5	100	100

Another Bug Hunt

Kill varkids.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Pod Pew Pew

Kill varkid pods before they hatch.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	45	10
Lv.4	70	50
Lv.5	100	100

Crystals are a Girl's Best Friend

Kill crystalisks.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	50	10
Lv.4	80	50
Lv.5	120	100

You're One Ugly Mother...

Kill stalkers.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Tentacle Obsession

Kill threshers.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Cruising for a Bruising

Kill bruisers.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Short Chained

Shoot chains to release midgets from shields.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

Hurly Burly

Shoot bullymong-tossed projectiles out of the air.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	50	10
Lv.4	125	50
Lv.5	250	100

Pest Control

Kill spiderants.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Little Person, Big Pain

Kill midgets.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Marauder? I Hardly Know 'Er

Kill marauders.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	100	5
Lv.3	500	10 + Customization
Lv.4	1000	50
Lv.5	1500	100

You Dirty Rat

Kill rats. Yes, really.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Mama's Boys

Kill psychos.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

You (No)Mad, Bro?

Kill nomads.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Just a Moment of Your Time...

Kill surveyors.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Paingineering

Kill Hyperion personnel.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Bully the Bullies

Kill bullymongs.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	50	5
Lv.3	150	10
Lv.4	300	50
Lv.5	750	100

Load and Lock

Kill loaders.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	100	5
Lv.3	500	10 + Customization
Lv.4	1000	50
Lv.5	1500	100

Constructor Destructor

Kill constructors.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	12	5
Lv.3	20	10
Lv.4	30	50
Lv.5	50	100

WHY SO MUCH HURT?!

Kill goliaths.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	12	5
Lv.3	20	10
Lv.4	30	50
Lv.5	50	100

By far, the biggest challenge was staying out of the food closet. I did not stay out of the food closet."

– GREG SILVA, QA MINION

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ELEMENTAL CHALLENGES

Boom

Kill enemies with explosive damage.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	75	5
Lv.3	250	10 + Customization
Lv.4	600	50
Lv.5	1000	100

Say "Watt" Again

Deal electrocute damage.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5000	1
Lv.2	20000	5
Lv.3	100000	10
Lv.4	500000	50
Lv.5	1000000	100

Corroderate

Deal corrode damage.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2500	1
Lv.2	20000	5
Lv.3	100000	10
Lv.4	50000	50
Lv.5	1000000	100

I Just Want to Set the World on Fire

Deal burn damage.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5000	1
Lv.2	20000	5
Lv.3	100000	10
Lv.4	500000	50
Lv.5	1000000	100 + Customization

Acid Trip

Kill enemies with corrode damage.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	75	5
Lv.3	250	10
Lv.4	600	50
Lv.5	1000	100

Cowering Inferno

Ignite enemies.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10
Lv.4	1000	50
Lv.5	2000	100

Slag-Licked

Deal bonus damage to Slagged enemies.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5000	1
Lv.2	25000	5
Lv.3	150000	10 + Customization
Lv.4	1000000	50
Lv.5	5000000	100

LOOT CHALLENGE

Open Pandora's Boxes

Open lootable chests, lockers, and other objects.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	50	1
Lv.2	250	5
Lv.3	750	10 + Customization
Lv.4	1500	50
Lv.5	2500	100

Purple Reign

Loot or purchase purple items.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2	1
Lv.2	4	5
Lv.3	7	10
Lv.4	12	50
Lv.5	20	100

I Like My Treasure Rare

Loot or purchase blue items.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	12	5
Lv.3	20	10
Lv.4	30	50
Lv.5	45	100

The Call of Booty

Open treasure chests.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	25	5
Lv.3	50	10
Lv.4	125	50
Lv.5	250	100

It's Not Easy Looting Green

Loot or purchase green items.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	50	5
Lv.3	75	10 + Customization
Lv.4	125	50
Lv.5	200	100

Nothing Rhymes with Orange

Loot or purchase orange items.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	3	5
Lv.3	6	10
Lv.4	10	50
Lv.5	15	100 + Customization

Gun Runner

Pick up or purchase weapons.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	150	10
Lv.4	300	50
Lv.5	750	100

Another Man's Treasure

Loot or purchase white items.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	50	1
Lv.2	125	5
Lv.3	250	10
Lv.4	400	50
Lv.5	600	100

MONEY AND TRADING CHALLENGES

Wholesale

Sell items to vending machines.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	150	10
Lv.4	300	50
Lv.5	750	100

Whaddaya Buyin'?

Purchase items with Eridium.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2	1
Lv.2	5	5
Lv.3	9	10 + Customization
Lv.4	14	50
Lv.5	20	100

Psst, Hey Buddy...

Trade with other players.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

Dolla Dolla Bills, Y'all

Collect dollars from cash drops.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5000	1
Lv.2	25000	5
Lv.3	125000	10
Lv.4	500000	50
Lv.5	1000000	100

For the Hoard!

Save a lot of money.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10000	1
Lv.2	50000	5
Lv.3	250000	10 + Customization
Lv.4	1000000	50
Lv.5	3000000	100

Limited-Time Offer

Buy Items of the Day.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

VEHICLE CHALLENGES

...One Van Leaves

Kill vehicles while in a vehicle.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

Turret Syndrome

Kill enemies using a turret or vehicle-mounted weapon.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	150	10
Lv.4	300	50
Lv.5	750	100

Blue Sparks

Kill enemies by power-sliding over them in a vehicle.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	15	5
Lv.3	30	10
Lv.4	50	50
Lv.5	75	100

Hit-and-Fun

Kill enemies by ramming them with a vehicle.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

Passive Aggressive

Kill enemies while riding as a passenger (not a gunner) in a vehicle.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

"Hit everything with cars. It makes the game easier."

– BROCK BROWN, QA BROCK

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HEALTH AND RECOVERY CHALLENGES

This is No Time for Lazy!

Revive a co-op partner.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100 + Customization

Badass Bingo

Get Second Winds by killing a badass enemy.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100 + Customization

Heal Plz

Recover health.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1000	1
Lv.2	25000	5
Lv.3	150000	10
Lv.4	1000000	50
Lv.5	5000000	100

I'll Just Help Myself

Get Seconds Winds by killing an enemy.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

GRENADE CHALLENGES

Singled Out

Kill enemies with Singularity grenades.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Health Vampire

Kill enemies with Transfusion grenades.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Woah, Black Betty

Kill enemies with Bouncing Betty grenades.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

Chemical Sprayer

Kill enemies with Area-of-Effect grenades.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10
Lv.4	150	50
Lv.5	300	100

EXPLOOOOOSIONS!

Kill enemies with MIRV grenades.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	75	10 + Customization
Lv.4	150	50
Lv.5	300	100

Pull the Pin

Kill enemies with grenades.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	150	10 + Customization
Lv.4	300	50
Lv.5	750	100

ROCKET LAUNCHER CHALLENGES

Rocket and Roll

Kill enemies with rocket launchers.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	50	5
Lv.3	100	10 + Customzation
Lv.4	250	50
Lv.5	500	100

Gone with the Second Wind

Get Second Winds with rocket launchers		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

SNIPER RIFLE CHALLENGES

Longshot Headshot

Get critical hits with sniper rifles.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10
Lv.4	1000	50
Lv.5	2000	100

Longshot

Kill enemies with sniper rifles.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	100	5
Lv.3	500	10 + Customization
Lv.4	2500	50
Lv.5	5000	100

Leaf on the Second Wind

Get Second Winds with sniper rifles.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

SHIELD CHALLENGES

Raid Rage

Kill enemies while buffed by a "Maylay" shield.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

Amp it Up

Kill enemies while buffed by an Amplify shield.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

Game of Thorns

Kill enemies with reflected damage from a Spike shield.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

Ammo Eater

Absorb enemy ammo with an Absorption shield.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	75	5
Lv.3	150	10
Lv.4	600	50
Lv.5	1000	100 + Customization

Super Novas

Kill enemies with a Nova shield burst.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10 + Customization
Lv.4	100	50
Lv.5	200	100

ASSAULT RIFLE CHALLENGES

This is my Rifle...

Get critical hits with assault rifles.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10
Lv.4	1000	50
Lv.5	2000	100

From My Cold Dead Hands

Get Second Winds with assault rifles.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	15	5
Lv.3	30	10
Lv.4	50	50
Lv.5	75	100

Aggravated Assault

Kill enemies with assault rifles.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10 + Customization
Lv.4	1000	50
Lv.5	2000	100

AS THE WORLD TURNS

A full day/night cycle on Pandora takes 2000 seconds, or about 33 minutes. This is relevant for these day/night Challenges.

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SUBMACHINE GUN CHALLENGES

Constructive Criticism

Get critical kits with SMGs.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10
Lv.4	1000	50
Lv.5	2000	100

More Like Submachine Fun

Get Second Winds with SMGs.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

Hail of Bullets

Kill enemies with SMGs.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10 + Customization
Lv.4	1000	50
Lv.5	2000	100

SHOTGUN CHALLENGES

Shotgun!

Kill enemies with shotguns.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10 + Customization
Lv.4	1000	50
Lv.5	2000	100

Faceful of Buckshot

Get critical hits with shotguns.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	50	1
Lv.2	250	5
Lv.3	1000	10
Lv.4	2500	50
Lv.5	5000	100

Lock, Stock, and...

Get Second Winds with shotguns.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	2	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

PISTOL CHALLENGES

The Killer

Kill enemies with pistols.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10 + Customization
Lv.4	1000	50
Lv.5	2000	100

Hard Boiled

Get Second Winds with pistols.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	3	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

Deadeye

Get critical hits with pistols.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10
Lv.4	1000	50
Lv.5	2000	100

MELEE CHALLENGE

Fisticuffs!

Kill enemies with melee attacks.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	25	1
Lv.2	100	5
Lv.3	400	10 + Customization
Lv.4	1000	50
Lv.5	2000	100

GENERAL COMBAT CHALLENGES

Stock Block

Knock projectiles out of midair with Tediore reloads.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	3	5
Lv.3	6	10
Lv.4	10	50
Lv.5	15	100

Critical Acclaim

Kill enemies with critical hits. And rainbows.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	100	5
Lv.3	500	10
Lv.4	1000	50
Lv.5	1500	100

Knee-Deep in Brass

Fire a lot of rounds.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1000	1
Lv.2	5000	5
Lv.3	10000	10
Lv.4	25000	50
Lv.5	50000	100 + Customization

Not Full of Monkeys

Kill enemies with stationary barrels.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	45	10 + Customization
Lv.4	70	50
Lv.5	100	100

Gun Slinger

Deal damage with Tediore reloads.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5000	1
Lv.2	20000	5
Lv.3	100000	10
Lv.4	500000	50
Lv.5	1000000	100

Afternoon Delight

Kill enemies during the day.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	50	1
Lv.2	250	5
Lv.3	1000	10
Lv.4	2500	50
Lv.5	5000	100

...I Got to Boogie

Kill enemies at night.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	150	10
Lv.4	300	50
Lv.5	750	100

Boomerbang

Kill enemies with Tediore reloads.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	10	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100 + Customization

...To Pay the Bills

Kill enemies with your Action Skill.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	20	1
Lv.2	75	5
Lv.3	250	10
Lv.4	600	50
Lv.5	1000	100 + New Head

MISCELLANEOUS CHALLENGES

Haters Gonna Hate

Win duels.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	5	5
Lv.3	15	10
Lv.4	30	50
Lv.5	50	100

Compl33tionist

Complete optional mission objectives.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	10	1
Lv.2	25	5
Lv.3	45	10
Lv.4	70	50
Lv.5	100	100

Sidejacked

Complete side missions.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	15	5
Lv.3	30	10
Lv.4	55	50
Lv.5	90	100

Yo Dawg I Herd You Like Challenges

Complete many, many challenges.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	5	1
Lv.2	25	5
Lv.3	50	10
Lv.4	100	50
Lv.5	200	100

JEEEEENKINSSSSSS!!!

Find and eliminate Jimmy Jenkins.		
LEVEL	GOAL	BADASS RANK REWARD
Lv.1	1	1
Lv.2	3	5
Lv.3	6	10
Lv.4	10	50
Lv.5	15	100 + Customization

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Jimmy Jenkins, the blue WEE loader, was originally going to be a quest-giving NPC. You would have to escort him back to his creator in Eridium Blight, and then he'd be toddling around after his "daddy" whenever you entered the map. It was going to be pretty damn adorable. Scott Kester, our lead concept artist (he of the Bill-Cosby-impersonation-at-Gamescom fame), even recorded some hilarious audio for him, but we didn't have time to set the mission up, so Jimmy became a rare enemy spawn for a challenge instead. Maybe we'll bring him back for DLC (: (fingers crossed!)

– ELL HAMILTON, QA TESTER

LEVEL CHALLENGES

These Challenges are tied to specific regions, rather than actions. They're exploration-oriented, focused on finding hidden and obscure things in each place. Some are also focused on accomplishing certain hidden objectives during some boss battles. These levels are arranged roughly according to the order you're likely to find them in-game. This makes it easier for you to match up with the walkthrough if you want to explore maps. It also helps you avoid spoiling anything for yourself if you start here and don't go too far ahead. The further down you look ahead of yourself, the more likely you'll run into spoilers, so watch out!

Windshear Waste

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden vault Symbol.	1

Southern Shelf

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Fireproof	Kill Flynt without taking any damage from his dragon breath.	5
Cult of the Vault	Discover the two hidden Vault Symbols.	5
Make Boom Go Bewm	Kill Boom and Bewm without taking a direct shot from their cannon.	5

Southern Shelf - Bay

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the two hidden Vault Symbols.	5
Vault Hunter on Wire	Get to Blackburn Cove via tightrope.	1
I Can See Your Corpse from Here!	Find all four telescopes in Southern Shelf Bay.	1
Midgemong Has No Friends	Kill Midgemong and his rider before they summon backup.	5

Three Horns - Divide

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Man's Best Friends	Kill Boll without hurting any of his poor snow skags.	5
Cult of the Vault	Discover the three hidden Vault Symbols.	1

Three Horns - Valley

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the three hidden Vault Symbols.	5
This Ain't My First Rodeo	Explore your way to the top of the happy Pig Motel sign.	5

Southpaw Steam & Power

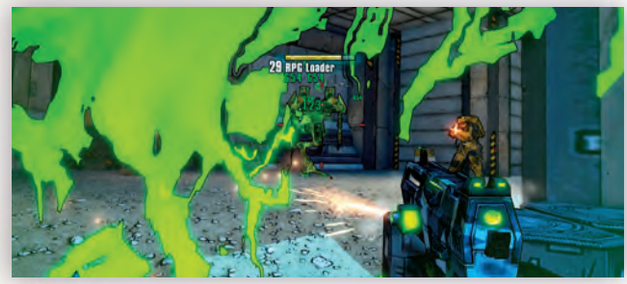
CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the three hidden Vault Symbols.	1
Boss Run	Kill all four assassins within 10 minutes.	1

Sanctuary

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Jackpot!	Get three Vault Symbols or Triple Eridium Bars on the Luck Shot slot machine.	5
Cult of the Vault	Discover the five hidden Vault Symbols.	5
Rise of the Crimson Raiders	Uncover the history of the Crimson Raiders.	1

Frostburn Canyon

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the two hidden Vault Symbols.	5
Praise Be to Scorch	Kill Scorch without damaging his minions.	5
Totems of Fire	Ignite all the hanging totems.	5
Burning Sensation	Find Incinerator Clayton's chronicles of the Firehawk.	1



The Dust

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the two hidden Vault Symbols.	10
If You're Not First, You're Last	Complete the Hodunk Speedway within the limit.	5
Dust to Dust	Uncover the history behind the Zaford/ Hodunk feud.	5
I've Got a Crush on You	Have a buddy crush you in the car crusher.	1
The Van is Damned	Find and loot the roaming Cara-Van.	5

Bloodshot Stronghold

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Bloodshot Memories	Find the lost recordings of the Bloodshot clan.	1
Cult of the Vault	Discover the two hidden Vault Symbols.	5
Give it a Whirl	Kill an enemy by knocking him into the whirlpool.	5
Cut 'Em No Slack	Defeat the splinter group in their assigned order.	5
Eff Yo' Couch	Jump on all five couches in the Bloodshot Dam.	1

Bloodshot Ramparts

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
The Not-So-Phantom TollBooth	Pay the toll.	1
Cult of the Vault	Discover the hidden Vault Symbol.	1
The Last Place You Look	Find all five missing car keys in Blood shot Ramparts.	10

End of the Line

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1
Master of All He Surveys	Kill Willhelm without destroying any of his surveyors.	10

Tundra Express

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Bug Off	Kill Madame Von Bartlesby without taking damage from her bug bombs.	10
Cult of the Vault	Discover the two hidden Vault Symbols.	1
King of the Buzzard World	Explore your way to the roofs of Buzzard Academy.	5
Positive Reinforcements	Find and turn on the three alarms that summon bandit reinforcements.	5
What's Yours Is Mine	Disable all of Tiny Tina's pink mines.	5

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Caustic Caverns

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Ever Blow Bubbles…?	Use the corrosive bubbles to reach the broken rail.	1
Can't Feel A Thing	Stand in the corrosive ooze for 30 seconds without falling into Fight for Your Life	1
Cult of the Vault	Discover the two hidden Vault Symbols.	5

Fink's Slaughterhouse

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1

The Fridge

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Fairest of Them All	Kill Laney before any of her midget companions die.	1
It's Off to Hell We Go	Kill all of Laney's midget companions before killing Laney herself.	1
The Rakk Knight	Find Rakkman's audio diary.	1
Trapped Rat	Find the rat frozen in time.	10
Cult of the Vault	Discover the two hidden Vault Symbols.	1

Friendship Gulag

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1
In the Middle of the Night	After night falls, alert a guard tower to your presence.	1

The Highlands

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Winds of the Highlands	Find all the windsocks.	1
Cult of the Vault	Discover the hidden Vault Symbol.	5
Failure to Communicate	Find and destroy all Hyperion comm towers.	10

Wildlife Exploitation Preserve

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the two hidden Vault Symbols.	5
Mordy's Secret Stashes	Find Mordecai's three hidden stashes.	1
Bear Minimum	Find five teddy bears trapped in stalker goo.	5
Ride Together, Die Together	Kill Tumbaa and Pimon within 10 seconds of each other.	10
Siren's Song	Find out why Maya came to Pandora.	1

The Holy Spirits

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1

Opportunity

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Opportunity Knocks	Find the lost Hyperion audio recordings in Opportunity.	1
Shame the Foreman	Kill Foreman Jasper without letting him construct any turrets.	5
Top o' the World	Explore your way to three rooftops.	10
Cult of the Vault	Discover the two hidden Vault Symbols.	5
Down With Big, Handsome Brother	Destroy the security cameras located throughout Opportunity.	5

Thousand Cuts

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Portrait of the Gunzerker as a Young Man	Find out why Salvador came to Pandora.	1
Cult of the Vault	Discover the two hidden Vault Symbols.	5
A Grave Matter	Smash all the tombstones in Slab Town	1
Slab UHF	Activate the radio tower atop Slab Town.	10

The Bunker

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
BNK-3R Buster	Destroy BNK-3R without destroying any of his auto cannons.	4
Cult of the Vault	Discover the hidden Vault Symbol.	4

Eridium Blight

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Save the Turrets	Complete the fight at the gate before the Loaders destroy the tower turrets.	10
Cult of the Vault	Discover the three hidden Vault Symbols.	1
Bring Out the Big Guns	Destroy all five Hyperion tower turrets.	1
Can You Hear Me Now	Destroy all four communication dishes.	5
Pipe Dreaming	Walk on top of the Eridium pipeline.	5
'Twas Slag Killed the Beast	Kill King Mong while he is Slagged.	1
Vault Hunter vs. The Volcano	Get up close and personal with the volcano.	4

Lynchwood

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Duel of Death	Complete a duel on the Main Street train tracks.	1
Do or Die	Find out why Axton came to Pandora.	5
Look Ma, No Hands	Shoot a skag rider off his skag.	1
That's Impossible, Even for a Computer	Land a grenade in the refinery's exhaust port.	5
Last Train to Nowhere	Kill the bandit riding the five o' clock train.	10
Cult of the Vault	Discover the two hidden Vault Symbols.	10

Natural Selection Annex

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1

Ore Chasm

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1

Sawtooth Cauldron

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Race to the Top	Get to the Buzzard Nest within two minutes of entering Sawtooth Cauldron.	5
Haiku Hitman	Find out why Zero came to Pandora.	1
Happy Camper	Find Avie's hidden campsite.	1
Cult of the Vault	Discover the two hidden Vault Symbols	10

Arid Nexus - Boneyard

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the two hidden Vault Symbols.	4
Under Pressure	Hit the hidden button at the base of the pipe to summon and kill Hyperion reinforcements.	10

Arid Nexus - Badlands

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
The Beginning of the End	Uncover the lost audio recordings from Arid Nexus.	1
Hey! Over Here!	Find the hidden Claptrap.	5
Boned	Kill Bonehead 2.0	5

Hero's Pass

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the two hidden Vault Symbols.	5
When Nature Calls	Discover where engineers do their business.	1
Environmental Protection	Disable the grinder arm control panels.	1

Vault of the Warrior

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Cult of the Vault	Discover the hidden Vault Symbol.	1
The Warrior's Way	Kill the Warrior without shooting his heart.	5
Dying of the Light	Find the last of the Fire Worshippers.	10

Terramorphous Peak

CHALLENGE NAME	DESCRIPTION	BADASS RANK REWARD
Terramorphous the Not-So-Invincible	Defeat Terramorphous.	10
Cult of the Vault	Discover the two hidden Vault Symbols.	5

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ACHIEVEMENTS & TROPHIES

Most of these are self-explanatory. For the "Goliath, Meet David" Achievement/Trophy, you must allow a Raging Goliath to level all the way up to GOD-liath before killing him. If you haven't managed this before "The Once and Future Slab," then you can almost certainly get it done during the initiation fight in this story mission.

"So Much Blood!" requires 90 seconds of continuous Gunzerking, which is accomplished by building down Salvador's Rampage skill tree. Likewise, "Unseen Predator" is unlocked by staying in Deception as Zero for 10 consecutive seconds, which is accomplished by building down his Bloodshed tree. Axton and Maya don't have to do anything fancy with Action Skills for their Achievements; just get 100 kills each with the Sabre Turret and Phaselock.

"Cute Loot" is acquired by killing a Chubby enemy. Chubbies are extremely rare versions of foes… rarer even than Badass enemies. Chubby enemies are obviously fatter than other monsters related to them, so they move more slowly. They also have a Badass enemy's health pool and damage output, and drop goodies like a Loot Midget upon death.

Maya's Phaselock can make "High-Flying Hurler" much easier than it's perhaps supposed to be; simply Phaselock something that's flying, like a Rakk, then reload-toss a Tediore weapon into the bound foe.

"Build Buster" is obtained by preventing a Constructor from building any Loaders before you destroy it. Constructors, which are digistructing Hyperion loaders, can be interrupted by shooting them in their vulnerable red sensor-eyes on their front side.

GENERAL ACHIEVEMENTS

NAME	TYPE	DESCRIPTION	PS3 TROPHY MATERIAL	PS3 TROPHY SCORE	XBOX 360 GAMERSCORE
Challenge Accepted	Systems Exploration	Complete level 1 of all challenges with a single character.	Gold	90	30
Goliath, Meet David	Gameplay specific moments	Allow a Goliath to level up four times before killing him.	Bronze	15	15
Went Five Rounds	Optional mission progress	Complete Round 5 of any Circle of Slaughter.	Bronze	15	25
Not Quite Dead	Systems Exploration	Reach level 5.	Bronze	15	5
Better Than You Were	Systems Exploration	Reach level 10.	Bronze	15	10
Always Improving	Systems Exploration	Reach level 25.	Silver	30	25
Capped Out…For Now	Systems Exploration	Reach level 50.	Silver	30	50
Arctic Explorer	Systems Exploration	Discover all named locations in Three Horns, Tundra Express, and Frostburn Canyon.	Bronze	15	15
Urban Explorer	Systems Exploration	Discover all named locations in Sanctuary, Opportunity, and Lynchwood	Bronze	15	15
Highlands Explorer	Systems Exploration	Discover all named locations in The Highlands, Thousand Cuts, and Wildlife Exploitation Preserve.	Bronze	15	15
Blight Explorer	Systems Exploration	Discover all named locations in Eridium Blight, Arid Nexus, and Sawtooth Cauldron.	Bronze	15	15
World Traveler	Systems Exploration	Discover all named locations.	Silver	30	50
Sugar Daddy	Systems Exploration	Tip Moxxi $10000.	Bronze	15	10
Decked Out	Systems Exploration	Have Purple-rated gear or better equipped in every slot.	Bronze	15	25
Sabre Rattler	Class Specific	Kill 100 enemies with the Sabre turret.	Bronze	15	20
Phased and Confused	Class Specific	Phaselock 100 enemies.	Bronze	15	20
So Much Blood!	Class Specific	Gunzerk continuously for 90 seconds.	Bronze	15	20
Cute Loot	Gameplay specific moments	Kill a Chubby.	Bronze	15	15
Tribute To A Vault Hunter	Gameplay specific moments	Get an item from Michael Mamaril.	Bronze	15	15
Definitely An Italian Plumber	Gameplay specific moments	Kill Donkey Mong.	Bronze	15	15
High-Flying Hurler	Gameplay specific moments	Kill a flying enemy with a thrown Tediore weapon.	Bronze	15	10
Token Gesture	Systems Exploration	Redeem 25 tokens.	Bronze	15	20
Unseen Predator	Class Specific	Remain in Zero's Deception mode for ten seconds straight.	Bronze	15	20
Build Buster	Gameplay specific moments	Kill a Constructor without it ever building another bot.	Bronze	15	20
How Do I Look?	Systems Exploration	Unlock 10 customization items.	Bronze	15	25
Friendship Rules	Co-Op	Revive someone from "Fight for Your Life!" that is on your friends list.	Bronze	15	10
Better Than Money	Systems Exploration	Purchase 5 items from the black market.	Bronze	15	15
Up High, Down Low	Wacky/Flavorful	Give Claptrap a high five.	Bronze	15	15
Bounty Hunter	Optional mission progress	Complete 20 side missions.	Bronze	15	25
Did It All	Optional mission completist	Complete all side missions.	Silver	30	40
Borderland Defender	Completion	(PS3 only, platinum trophy. No 360 equivalent).	Platinum	180	—

SECRET ACHIEVEMENTS

Don't worry if you're peeking: these secrets aren't too secret—most are associated with story missions. No spoilers here, though you will see the names of the missions themselves. For help on a particular story mission, refer to the "Path of Most Resistance" section of this book.

Secret Achievements, story-related

NAME	DESCRIPTION	PS3 TROPHY MATERIAL	PS3 TROPHY SCORE	XBOX 360 GAMERSCORE
First One's Free	Complete the mission ***"My First Gun."***	Bronze	15	10
Dragon Slayer	Complete the mission ***"Best Minion Ever."***	Bronze	15	20
A Road Less Traveled	Complete the mission ***"The Road To Sanctuary."***	Bronze	15	20
New In Town	Complete the mission ***"Plan B."***	Bronze	15	20

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Secret Achievements, story-related cont.

NAME	DESCRIPTION	PS3 TROPHY MATERIAL	PS3 TROPHY SCORE	XBOX 360 GAMERSCORE
An Old Flame	Complete the mission ***"Hunting The Firehawk."***	Bronze	15	20
No Man Left Behind	Complete the mission ***"A Dam Fine Rescue."***	Bronze	15	20
Wilhelm Screamed	Complete the mission ***"A Train To Catch."***	Bronze	15	20
Sky's The Limit	Complete the mission ***"Rising Action."***	Bronze	15	20
Can See My House From Here	Complete the mission ***"Bright Lights, Flying City."***	Bronze	15	20
Farewell, Old Girl	Complete the mission ***"Wildlife Preservation."***	Bronze	15	20
Got The Band Back Together	Complete the mission ***"The Once and Future Slab."***	Bronze	15	20
Identity Theft	Complete the mission ***"The Man Who Would Be Jack."***	Silver	30	20
An Angel's Wish	Complete the mission ***"Where Angels Fear To Tread."***	Silver	30	25
Bombs Away	Complete the mission ***"Toil And Trouble."***	Silver	30	20
Knowing Is Half The Battle	Complete the mission ***"Data Mining."***	Silver	30	20
Cool Story, Bro	Complete the mission ***"The Talon of God."***	Gold	90	30

Secret Achievements, miscellaneous

NAME	DESCRIPTION	PS3 TROPHY MATERIAL	PS3 TROPHY SCORE	XBOX 360 GAMERSCORE
What does it mean?	I can't even capture it on my camera.	Bronze	15	15
Well That Was Easy	Complete the mission ***"Shoot This Guy in the Face."***	Bronze	15	10
Thresher Thrashed	Complete the mission ***"You. Will. Die. (Seriously.)"***	Silver	30	30
Feels Like The First Time	Open the chest at the bus stop in Arid Nexus – Badlands.	Bronze	15	10

Helping Face McShooty is probably the most rewarding moment in Borderlands 2. You get murder, loot, an Achievement, and the knowledge that you helped somebody accomplish their life-long goal, all in the span of less than a minute. It feels good to help people.

– JEFF DOERING, QA TESTER

Find a spartan campsite out on a bluff overlooking Overlook, then look to the south to see it. The arches, so juxtaposed… What wonder…

EASTER EGGS

Mustaches

There are little mustaches in a few maps. Can you find them all?

– NATE OVERMAN, LEVEL DESIGNER

Claptrap's Sign

"Welcome" is far from the only thing this robot's sign can display.

Eavesdropping in Southpaw Steam & Power

When you first enter Southpaw Steam & Power, likely on your way to fulfilling the optional mission "Assassinate the Assassins," don't be in such a hurry to plunge into the dungeon. Near the entrance, you can happen upon three Psychos hashing out problems regarding their mothers…

Caustic Caverns Cosplay

In more than one place in the Caustic Caverns, the world isn't quite what it seems. Search every nook and cranny for new areas…

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